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THE One for AMIGA GAMES

The Games Guide for The Games Computer

THE SECRET'S OUT

Piracy Pranks on Lucasfilm's Monkey Island(TM)

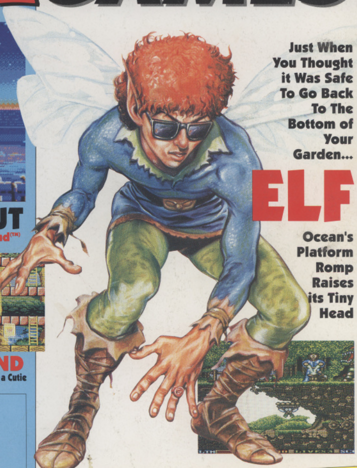
HERO QUEST

Gremlin Sweeps the Board...

ROD-LAND

While Storm Brews Up a Cutie

Just When You Thought it Was Safe To Go Back To The Bottom of Your Garden...



ELF

Ocean's Platform Romp Raises its Tiny Head

LEARN TO DRIVE!

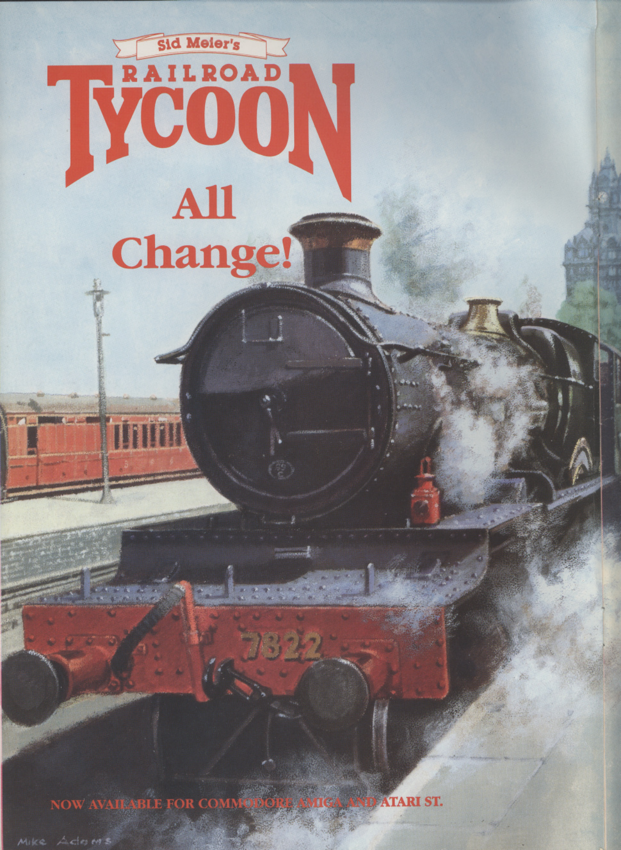
500cc of Raw Power from Gremlin
A Complete 'Trainer' Level for Team Suzuki

Plus!

The Brain-Busting Challenge of Rainbow Arts' Logical

And... By Popular Demand
For the First Time Ever!
Watch the Kick Off 2 Goal-den Goal
in the Comfort of Your Own Home!

IF Your Disk is Missing
- Consult Your Newsagent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CON

THE ONE AND ONLY...

Here we are again, with our second new-look issue of *The One* (was it only a couple of months ago that we decided to bring you an Amiga-only magazine? It seems like years!). We've had a great deal of positive feedback since we first made the announcement that we were going to give up our multi-format ways and concentrate on bringing you the ultimate games guide for your computer - but we still want more! Let us know what it is you like about the magazine (so that we can give you even more of it) and what doesn't tickle you so much (so that we can wipe it out!). Tell us about absolutely everything - the disk, the cover, the Work In Progress Features, the Reviews, the Tips - even this Contents page! Remember, we're putting this magazine together for you, so let's keep it just the way you like it. But hey! What are you reading this bit for? Get on with it...

Ciarán Brennan

Test Track
3
03:13 1:84
00:00:00

7 THE ONE DISK

In one of the best cover disks yet, we bring you a complete 'trainer' level for Gremlin's *Team Suzuki*, five levels of *Logical* (above), the addictive new puzzler from Rainbow Arts and this month's Goal-den Goal winner in action.

10 LETTERS

End sequences, lengthy decrunching and 8-Bit to 16-Bit conversions all come under discussion in the space that's yours...

14 NEWS

System 3's new stuff, US Gold Support Lines, and a fourth Indiana Jones game are among this month's red hot stories, along with our regular chart and Goal-den Goals.

24 WIN A CDTV!

A preview of a great competition to be launched next month in conjunction with Domark to celebrate the release of Incentive's *3D Construction Kit.*

26 ENTERTAINMENT USA

'Crazy' Dave Gruisin, our new correspondent from over the pond, tells us about all things groovy and gameswise from the good old U.S. of A.

32 THE ONE ON ONE

"Guess what?" said roving reporter Brian Nesbitt one day. "I've located the Bitmap Brothers' mummy and daddy." "Get outta

JUNE 1991

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● **EDITORIAL: Editor** Ciarán Brennan **Group Art Editor** Gareth Jones **Associate Editor** Laurence Scotford **Production Editor** Heather Perry **Designer** Gordon Barrick **Staff Writer** Paul Presley **Trainee Staff Writer** Julian Watsham **Contributors** John Cook, Christina Erskine, Dave Gruisin, Kati Hamza, Gordon Houghton, Brian Nesbitt, Matthew Stibbe ● **ADVERTISING: Manager** Cathy Oates **Deputy Manager** Kathryn Boucher **Sales Executive** Ian Knibbs **Production Assistant** Michelle Dacosta ● **ADMINISTRATION: Publisher** Terry Pratt **Publisher's Assistant** Glenys Powell **Marketing Executive** Sarah Ewing

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here..." we said. But he had too, and here they are in conversation with old Nessie himself...

36 WORK IN PROGRESS

Whew! There are no less than *five* 'WIPs' for your delight and delectation this month. MicroStyle's *3D Golf* is at the **fore**front of sporting simulations. Storm's *Rod-Land* (right) is a **fairy** good conversion. We're shouting about Gremlin's *Pegasus* until we're **horse**. *Mad TV* from Rainbow Arts has made us all lose our **horizontal hold** on reality, and everyone's **up in the air** about Thalion's *Airbus A320*.

42 COMPETITION

Atari is donating a super Lynx colour handheld console to one lucky reader - so paws for thought on this page, and if you're up to scratch you stand a fur chance of being the lucky winner.

55 REVIEW

The Secret Of Monkey Island leads off the most definitive games section anywhere.

97 DEMOS

Harrison Ford is digitised yet again in a superb *Indiana Jones* animation, while *RoboCop* is also making a metallic impression. And while all of this is going on, some superb Stealth Fighter cartoons slip by almost unseen.

100 BUDGET

Cheap 'n' cheerful strikes again. On offer this month are *Xenon II*, *Hard Drivin'* and the fast and furious *Miami Chase* from Code Masters.

102 ARCADES

We get steamed up over *Indy Heat* (below), are awestruck by *Strike Force*, go round in circles in *Battle Sphere*, and take time out with *Time Travellers*.

108 TIPS

Make new gaming friends through 'contacts' and then escape from *Castle Master* in our Classic Player's Guide.

114 NEXT ISSUE

Another complete game on our cover-mounted disk! Plus, a wonderful WIP special featuring *Populous 2*, *RoboCop 3* (above) and the new Indy adventure.

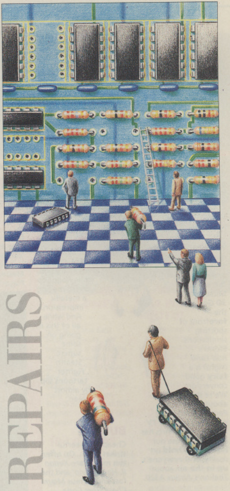
STRATEGIC WITHDRAWAL

Apologies to strategy fans everywhere for the non-appearance of the final part of Matthew Stibbe's series, this was due to circumstances beyond our control. Normal service will be resumed next issue.

FEATURED THIS ISSUE

3D CONSTRUCTION KIT
Domark
3D GOLF
MicroStyle
AIRBUS A320
Thalion
ELF
Ocean
ENCOUNTER
Novagen
EYE OF THE BEHOLDER
SSI
HERO QUEST
Gremlin
LOGICAL
Rainbow Arts
MAD TV
Rainbow Arts
MEGATRAVELLER 1
Empire
MERCS
US Gold
METAL MUTANT
Silmarils
PEGASUS
Gremlin
P.P. HAMMER AND HIS PNUEMATIC WEAPON
Demonware
R.B.I. BASEBALL 2
Domark
ROD-LAND
Storm
THE SECRET OF MONKEY ISLAND
Lucasfilm
SHADOW DANCER
US Gold
STELLAR 7
Dynamix
WAR ZONE
Core

Amiga Repairs



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THE COVER DISK

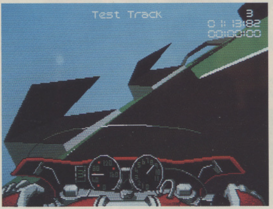
With A Special Guest Appearance By
Anco's *Kick Off 2*

34
TEAM SUZUKI
TEAM SUZUKI

TEAM SUZUKI - THE TRAINER

"AND AS THE RIDERS approach the first corner it's America's Kevin Schwantz leading from Mackenzie, Radigues, Sheene, Irons... and trailing way back in last place is British hopeful Cedric Blenkinsop, the schoolboy from East Cheam, part of the Team Suzuki line-up."

Poor old Cedric, if only he'd spent more time practising on his computer before signing the multi-million pound deal with Suzuki, then maybe he'd have got to grips with Gremlin's classic 500cc simulator instead of getting to grips with that advertising board on the side of the track.



But you don't have to fall into the same trap as Cedric. Thanks to those awfully nice chaps at Gremlin, *The One* is proud to present a complete trainer level for *Team Suzuki*, just the thing to help you learn how to take those bends and handle your gears.

This 'Trainer' level is a beginner's guide to the full program, with the speed slightly reduced and the handling made a touch easier, to allow you to familiarise yourself with the basic mechanics of riding one of the most powerful bikes in the world.

For the purposes of this trainer, there's no way to damage the bike - all you have to do is concentrate on learning the course and mastering the controls. To begin with, you're given three minutes to complete a lap. Once this is carried out successfully, the time allowed is reduced - this process continues until the Trainer deems you fit to tackle the full program.

INSTRUCTIONS

In default mode, the bike is mouse driven (although there are two distinct mouse control methods and an option to switch to joystick if you prefer) using exactly the same system as is employed in the full game... that is:

Right Mouse Button - Accelerate
Left Mouse Button - Brake
Turn Mouse Left- Turn left
Turn Mouse Right - Turn right

But that's just to get the bike moving. There are also a few keyboard commands included to help you get a little more out of the game:

Space - Backwards glance
F2 - Rear view
F1 - Return to forward view
F3 - Remote view from behind (close)
F4 - Remote view from behind (distant)
F5 - External camera (adjust position using the cursor keys)
Backspace - Pause
R - Action replay
C - Removes 'bike' display (forward view only)
< > - Adjusts the brightness
Help - Toggles control methods

By the time you can complete the course in less than 50 seconds you've mastered this brilliant Trainer. You should now be confident enough in the saddle to tackle the extra courses, the realistic handling, the damage factor and - most of all - the opposition which are all waiting in Gremlin's Team Suzuki.

LOADING

Switch off your computer, insert the disk and switch on again - within seconds you will be greeted by a menu screen. Press '2' and the Team Suzuki trainer will now load automatically.

LOADING PROBLEMS AND FAULTY DISKS

IF YOU SHOULD EXPERIENCE any loading problems with either the *Team Suzuki* trainer, the *Logical* demo or the *Kick Off 2* Goal-den Goals, then remove all unnecessary peripherals (printers, disk drives and so on) and try again.

Should your disk still refuse to work, then pop it into a jiffy bag or padded envelope and send it, along with your full name and address, to: The One Disk Replacements, Diskform, Yeadon Airport Industrial Estate, Yeadon, Leeds LS19 7XS. Please allow approximately 28 days (and 28 nights) for your replacement to arrive.

☞

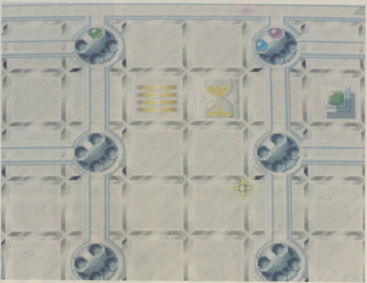
THE DISK - PART TWO

LOGICAL

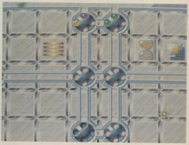
AND YOU THOUGHT that marbles were just for little boys to play with on their Summer holidays. Not so! Put them in the hands of a German programming team and you'll get a highly-playable puzzle game out of them.

There are five levels of this puzzling action to be experienced in our demo of Rainbow Arts' *Logical*, while the complete game contains a full 99 levels of ball-sliding and wheel-turning fun (see the review on page 63).

Logical, as its name implies, is a game of puzzle solving. The idea is simple enough: each level contains a number of circular wheels joined by pipes - the idea is to fill each of these wheels with four like-coloured marbles by manipulating the screen. Once a wheel is full, the marbles explode and it turns black - turn all of the wheels black and you complete the level.



The thing is, there are all sorts of obstacles along the way. For example, traffic lights indicate which colour the balls have to be for the wheel to accept them, coloured gates only accept the colour indicated, colour changers change the marble's colour to the one indicated, one-way gates only allow (surprise, surprise) one-way travel - and so on...



And just to make things that little bit harder, Logical hasn't only got one time limit - it's got two! The hour glass indicates how long you have left to complete the level, while the shaded bar running horizontally across the top of the screen shows how much time you have left to use the ball that's currently running back and forth along it, waiting for you to bring it into play. Should either of these timers run out, you lose a life and start all over again.

CONTROLS

The control method could hardly be simpler: pressing the right mouse button while the cursor is over a wheel rotates it by 90° clockwise; pressing the left mouse button while the cursor is over a marble shoots it along its adjacent pathway. And that's it! The rest is up to you.

LOADING

Switch off your computer, insert the disk and switch on again - within seconds you will be greeted by a menu screen. Press 1 and the five-level Logical demo will now load automatically.

Before the game proper starts, you're greeted by an options screen (complete with a text-line error) which allows you to switch off the music and/or the sound effects and also allows you to enter each level's password, so that you don't have to go back through screens that you've already completed (unless you really want to, of course!).

THE KICK OFF 2 GOAL-DEN GOAL

YOU'VE SEEN THE PICS, you've read the words, you've played the game and you've invented new and colourful names for the referee. Now, thanks to the wonders of modern disk compilation technology, you can watch the Goal-den Goal where you like, when you like and how you like - as long as you've got your computer with you... oh, and a copy of *Kick Off 2*.

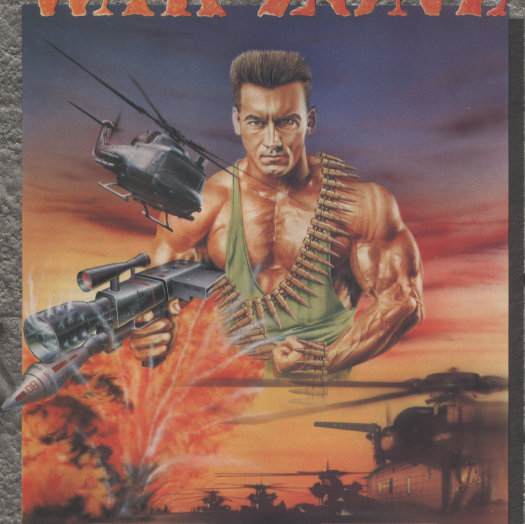
This month's winner comes from John Wilson of Barnsley in Yorkshire. His first two efforts (JW1 and JW2) aren't bad at all, but his third (JW3) is really something special - in fact, we reckon that it's one of the greatest individual goals yet seen in this long-running contest.

To view the goal, load Kick Off 2 and work through the 'View Action Replay' facility as if you were viewing one of your own goals (if you've never done this before, consult your manual for further instructions). When the 'Insert Data Disk' prompt appears, simply insert your cover disk.

Those of you who haven't yet got a copy of the World's Greatest Footie Game (and why not?) can still see the goal as usual on page 18 of the magazine.

* Note. Due to some minor programming changes between the different versions of Kick Off 2, the goals on this disk can only be viewed through a standard 'half-meg' version of the program.

WAR ZONE



The year is 1999. World peace is being threatened by an unknown enemy force. You and your accomplice have been chosen to lead an allied attack which will take you through eight different scenarios.

War zone can be played by two players simultaneously, or as a single player game. The two player game centres around the interaction between both players, developing a need for team work and a 'cover my back' style of strategy.

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LETTER OF THE MONTH

THE CRUNCH BUNCH

Dear The One,

As I was loading my *Brat* demo disk a message appeared saying 'Please wait whilst decrunching'. Now, I know that large amounts of information can be crunched to take up less room on disks - which is a great asset to you and other magazines which produce cover disks, so why don't software publishers follow your example? Surely this would mean that they could then produce less disks and could save both themselves and their customers money.

Crunching would really come into its own with games which are stored on several disks - games like *The Untouchables* , *Shadow Warriors* and *Elvira: Mistress of the Dark*. It would be a particular advantage with the latter: although the game itself is top-notch, the gameplay suffers badly as you have to swap the disks every few minutes. I once had to change the disk three times, just to make three moves!

Please could you put my views to a software house and print what they have to say?

Luke Dunn,
West Yorkshire

- *Well software publishers? The ball's in your court!*

WHATEVER HAPPENED TO...

Dear The One,

I used to own a Commodore 64 (OK, so nobody's perfect!) and one of my favourite games was *Armalyte* (by Thalamus) - in my opinion the best shoot 'em up ever on 8-bit. The Martin Walker sonics and sprites were unbelievable and the gameplay was hugely addictive. I believe it's a must for any gamer's collection - so can you tell me why nobody has released a 16-bit version?

Armalyte isn't the only 8-bit game which deserves to be released on 16-bit - *The Citadel* (also by Martin Walker) and *The Lord of the Rings* are just two more examples. I hope you can shed some light on this subject, as I know there are many more 'converts' out there asking themselves the same question.

Anthony Seddon,
Lancashire.

- *Yes and what about Revs, or Thrust - or even the immortal Head Over Heels (which was recently spotted being put through its 16-bit paces up in Ocean's Manchester HQ, so maybe there's hope for that one yet)? There are a great many 8-bit 'classics' which have never made it to the next generation - just about everyone has their own favourite... what's yours?*

DESIGNER BLUES

Dear The One,

A few months ago, you printed a letter from someone who wanted to know what to do with his idea for a game, but your answer wasn't that helpful!

I started thinking up games to give myself something to do on the way home from work - then I started taking my ideas further, until finally I ended up doing a full-blown instruction book including all the layout and workings of the possibly finished product. Once I had written it all up, I put it in a drawer, where it remains to this very day!

I'm probably a bit better off than the other reader, as I do the graphics for a demo group, but this group is only interested in getting vectors to fly around the screen. I decided to write to a software publisher who published the sort of game that I designed - it might not come as too much of a surprise to you that I got absolutely nowhere.

I can understand that software companies are busy places and maybe they can't waste their time going through loads of ideas and on-screen demos, but like your other reader, I think that new, 'fresh' ideas may be sitting out there with no chance of being used.

One solution might be for software houses to form small groups whose specific task would be to look at people's ideas with a view to developing any good ones. While I'm on the subject, if I send my idea to a software house, how can I easily protect my ideas - is it true that you cannot copyright a computer game? Anyway thanks for listening...

Name and address withheld

- *You're welcome. Now down to business. It's not true that you can't copyright a computer game - although the process is a relatively lengthy and costly one, so you would really want to be sure of your game before getting into it. The reason that your game was overlooked by the software company that you sent it to was because it was simply a written draft (at least that's what your letter implies). Your game idea would have a far better chance of acceptance if some of your ideas had been put into practice, or even if it included some rough graphics. If proof were needed that software companies do accept games from newcomers, turn to the review of Elf on page 60. Not too long ago, this brilliant arcade adventure was taken to Ocean by two complete newcomers, Paul Oglesby and Damian Slee, and now here it is only moments from the shelves. Remember, if at first you don't succeed...*

WINNER TAKES ALL?

Dear The One,

I totally agree with Derek Richardson (April letters) about end-of-game sequences, which in most cases are obviously an afterthought on the part of the programmer.

The games manufacturers say that they can't waste valuable memory and programming time for the sake of a few elite gamers - and I can see their point of view - but people who are now paying more than £25 for a game are not satisfied with a disappointing 'well done' message after hours of practice and perseverance.

So what can be done? All we players want is an incentive to complete the game. So far, this has always been the end-of-game sequence which is almost always an anti-climax. It's about time that manufacturers thought up a new 'incentive' for gamers. This could be in the form of 'freebies' from the software house whose game you have completed, and it needn't be all that special - something like posters or demo disks would do.

Proof-of-purchase cards could be included with games so that you could show you've actually paid for it - and to prove you have completed a game the programmer could incorporate a saveable high-score table into the program (of course, provisions must be made for the 'continue' options in games where your score is reset).

Software houses may argue that the idea would be too costly, but as they stated themselves, few people persevere to complete a game, so their profits would hardly be denied. Having 'freebies' could actually stimulate interest in a game and therefore push its sales up.

Darryl Byrne,
Manchester

- *And speaking of end sequences...*

MORE TURRICAN?

Dear The One,

I have recently completed Rainbow Arts' new release, *Turrican 2 - The Final Fight*. After two hours of battle with the final guardian, I was presented with an artistic picture of the explosion of the satellite that had previously imprisoned the planet of Lonorin. Then I was

told to look out for *Super Turrican*. Could you tell me if this is a myth, or is it seriously being discussed amongst the programmers?
Richard Jenkins,
Birmingham

- *Well Richard, the boys at Rainbow Arts won't say - but as it's on the end screen...*

DÉJÀ VU

Dear The One,
I would just like to say what a good game *Shadow Warriors* is. But at the end of levels one, two, and four, the men are easy to beat - and the end of level four has the same sprites as level two! Is this because the programmers couldn't think of any more sprites, or is there a better explanation?
James Rice,
Braintree

FIGHTING TALK

Dear The One,
I have recently played an arcade game in which you control one of three players, Haggar, Guy or Codey. It is a one or two player game in the *Street Fighter* vain. Do you know if it's available yet?
Alex Warren,
Wilts

- *The game that you remember so fondly is CapCom's Final Fight, which is currently under development at US Gold, the company that publishes all of CapCom's games. Watch out for a review over the next couple of issues.*

LIVID OVER LYNX

Dear The One,
I am putting pen to paper over an incident which has annoyed and upset me greatly. I bought an Atari Lynx colour handheld system earlier this year - and although it was expensive, I believed it was worth it.

You can probably imagine my dismay when I discovered last month that my 'good buy' had not only been completely redesigned, but also halved in price. I now find myself holding a piece of electronic wizardry that is just a few months old, yet worth only a fraction of what

SPEAKERS' CORNER

THROUGHOUT *THE ONE*'S long and glorious lifetime, we've never been short of one thing - lively debate on the letters page. Whether it was the old 'my computer's better than yours' silliness from the old multi-format days to whether or not the magazine should branch out to cover consoles. Anyhow, we've now decided to create a brand new section for letters of this type, so whether you want to spout about one of the topics mentioned above, or anything else for the matter, then Speakers' Corner is the place for you. So, without further ado...

ENTER THE GREAT DISK DEBATE?

Three and a half inch square plastic casings and a heart of pure silicon - love 'em or loath 'em cover-mount disks look as though they're here to stay. As ever, the great reading public has mixed views on the matter: take, for example, the words of wisdom from Lee Sanders of Bury St. Edmunds...

"Your magazine is one of the best around, but why do you insist on having that worthless piece of plastic on the cover?"

OK, so we should get rid of them... but hold on a minute, let's hear from London's Mitchell Pollington first...

"I am writing in response to the letter from Khizar Durrani, who seemed to think that your cover price was unreasonable as you effectively charge £1 for a disk. Well, that is the same price as a P.D. disk and your disks are often as good, if not better."

Confused? We are! Well, not really, as one thing that never changes is that if you get a letter expressing a strong opinion one day, it's almost bound to be followed by another one saying the opposite. Still, if anyone else has any views on the matter, you know where we are.

AND NOW... AN OLD FAVOURITE

Dear old piracy. Where would our letters page be without it? The subject of illegally copied software is obviously something that still occupies your minds as the flow of mail on the subject is, if anything, becoming stronger. One reader, who wished to remain anonymous put pen to paper thus...

"Six weeks ago I sent F.A.S.T. a letter containing the names and addresses of a group which I know to be costing the software industry thousands of pounds each month. I have phoned F.A.S.T. several times since, but the pirates are still operating today. It's no use passing on information to F.A.S.T if they're not prepared to act on it. Could you tell me how many raids, arrests or convictions they make a year?

Many of our readers believe that piracy is in fact caused by the high price of software, a point raised once again, by Mitchell Pollington of London...

"If the price of software was reduced to around £15, many more people would buy the software and programmers would make just as much money - probably more."

Let's clear this point up for once an for all: piracy is nothing to do with the price of software, it's all about people taking something that doesn't belong to them - in other words, theft. And speaking of thieves...

"I am a fully-fledged pirate, I pirate games on a regular basis and most of the time I get them a week after or before the games are released into the shops. It is sad that I am forced into this, but I have to. I earn £6 a week on my paper round and simply can't afford to buy the games I want. I agree that piracy is bad and I don't get as much enjoyment out of a game when it's copied as I would have done if I'd been straight about it and bought it. I think I speak for all pirates when I say, 'until the price of games comes down, we will just keep on hacking'."

This sad little piece was put together by a coward who chose to call himself 'The Shade' - appropriate enough really, as theft is one shady business. One small point I'd like to clear up though is who exactly is 'forcing' this git to steal his software? That argument just doesn't wash: if a person not being able to afford something was a valid excuse for stealing it, then they may as well take the locks off the doors of Porsches and leave the keys in the ignition. No matter what your views are on the cost of software (which is a debate in itself), you have no right to take something that legally belongs to someone else. Make no mistake, piracy - no, let's call it what it is - software theft is carried out by a few greedy individuals who think that they're beating the system. They are, but they're beating it to death.

Got something to say? Then get it off your chest by writing to: **The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU** (faxed correspondence is also welcome, on 071 490 1094). You could even win a T-shirt if your letter is chosen as the Letter Of The Month. All letters should be written (or, preferably, typed) on one side of the paper only and confined to a single sheet. We reserve the right to edit any letter to fit.

☞

I paid for it.

I fail to understand why Atari didn't take the extra few months to get the design right instead of releasing two versions. This just goes to show that many companies' main priority is making a quick buck and has nothing to do with customer care. I would like to warn readers not to leap in to buy a new piece of technology as soon as it's released. It often pays to wait a while to see how it develops before taking the plunge. Though this may seem like a cynical way to approach new products, it may be the only way to protect ourselves until these companies change their policies.

Keith Gratton,
Leicester

● *Ouch! Bitter words Keith. We can take it then, that Atari won't be receiving its usual card from the Gratton household this Christmas? By the way, you'll be kicking yourself even harder when you turn to page 42 and see what's on offer in this month's competition!*

HOOKED ON COMPUTING

Dear The One,
I am a keen angler, and nothing (except, perhaps, playing on my computer) beats a peaceful day on the river. Do you know if there are any fishing games or simulators in existence? Fishing is a popular hobby with young and old, but doesn't seem to get any coverage at all. So it would be nice to see games manufacturers doing all us fishermen a favour and giving us the chance to fish whenever we like in the comfort of our own homes.

Simon Playle,
South Humberside

● *The almost god-like Jack Charlton did once lend his name to an 8-bit fishing 'simulator' ("You've got to put the fish under pressure!"), but this gem has so far been conspicuous by its 16-bit absence. Anyone out there know of a game to bait Simon's hook?*

SERGEANT SOFTWARE

Are you in desperate need of software? Then why not try the commander who cares? Send your begging letters to: Sgt. Software, The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Dear Sarge,
I am having great parental problems. My mother has banned me from spending a penny for six whole months. All of my games are completed and re-completed. My dreams of owning such games as *Sim Earth*, *Botics* and *Supremacy* are shattered. All my hard earned money is put into an untouchable bank account for later life. You are the only one who can help.

Neil Dear,
West Worthing,
West Sussex

● *Been banned from 'spending a penny' for six months - blimey! You've got far bigger problems than a mere shortage of software. Sorry Neil, in your predicament any donation would be wasted.*

Dear Sarge,
I'm a wreck. I go to a highly respected school which I should be proud of, but I'm not. I am in the first year and am extremely unpopular. Our year is divided into two groups: the cool dudes who smoke and drink and do not even know what it is like to be bullied, and the people who are bullied constantly, don't smoke, don't drink and spend most of their time trying to avoid the cool dudes.

This group is a minority to say the least - three people have already left the school as a result of bullying and it's only our third term. Whenever I go anywhere near some people I get it. I don't know what to do. I just want to be left alone.

How can I stop the bullying? Please don't tell me to ignore it because I can't. I can ignore verbal teasing aimed at me, but not against my family and I can't ignore any form of physical teasing or bullying against anyone - that's why I became unpopular in the first place. One of my friends was being bullied - I refused to let it lie [he *would've* let it lie - Vic Reeves] and ended up getting bullied myself.

My only joys in life at the moment are holidays, going home to my parents and playing on my computer (for which I can't afford any decent games). Please help me.

Desperate,
Farnham,
Surrey

● *You have got problems: going to boarding school, suffering bullies - and having a silly name like Desperate! It's the least I could do to send you £100 worth of software (which you can always use as a bribe to stop the beatings!).*

Dear Sarge,
In my neighbourhood there were a lot of pirates, they sold games and nobody could touch them. I tried to stop them, to talk with them, but they wouldn't listen, so I decided to destroy them.

I bought guns and rifles and I attacked. I fought the pirates for a whole month and destroyed many of them, but I was wounded in battle. I went to hospital where I had five operations. But pirates came to the hospital, took me prisoner and tortured me. The greatest pain for me was the moment when the pirates burned all my games.

I got angry, broke my chains and ran away. Now I am under police protection, I have an Amiga but I have no games, and I can't buy any new ones because the pirates are threatening every legal seller that if anybody sells me games, they will kill them. Sergeant Software, you are my only hope.

Tepic Dragan,
Novi Sad,
Yugoslavia

● *Whew! Piracy is obviously a far more serious problem in Yugoslavia than it is over here. Sorry, Tepic, but if the piracy problem's that bad then I couldn't possibly send any software to your country.*

Dear Sarge,
My brother and I share a computer. He has a paper round and so can afford to buy a computer game every few weeks. This would be no big problem if he would let me play them, but he won't. I would get a paper round too if I could, but I am not old enough. I don't get any pocket money so I hardly ever get a new game (except when I do a few jobs around the house, and that only earns a few quid). Please send me some software or I will die of boredom.

Andrew Marks,
Cheslyn Hay,
Walsall

● *It seems a shame that all of that software is going to waste in your house, why not use some initiative to get your hands on it. Have you thought about blackmailing your brother? Maybe he has some disgusting habits that he wants to keep quiet, or he fancies some girl at the Comprehensive that he doesn't want anyone to know about.*

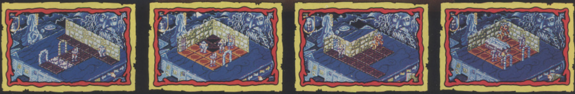
Dear Sarge,
My Dad bought me a computer last year for Christmas. To my great surprise, he bought £200 worth of educational software as well. Once I saved up all my money to £20, and gave it to my mum to buy a beat 'em up - she came back with a chess simulator. I am not allowed to buy any fun games such as *Stealth Fighter* or *Gods*, as this was a waste of money. I am gradually turning into an egghead and I am a really boring kid. Please could you send me some nasty, horrible time-wasting games.

Alan Boyle,
Kilwinning,
Ayrshire

● *You got it!*

From the best selling role-playing game Gremlin brings you...

COMPUTER ADVENTURE IN A WORLD OF MAGIC



Screen shots from Amiga version

Gremlin Graphics Software Ltd.,
Carver house, 2-4 Carver Street,
Sheffield S1 4FS
Tel: (0742) 753423

GREMLIN®

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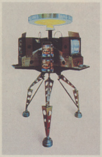
Spectrum, Amstrad and
C64 cassette & disk
(PC VERSION AVAILABLE SUMMER 91)

IT'S ALL IN THE BOOK

HELP IS ON ITS WAY for those who need it with the Infocom classics recently re-released by Virgin Mastertronic. Virgin is putting together two volumes of hints, tips, maps and object tables covering all 10 Infocom games in its budget series, including *Hitchhiker's Guide*, *Enchanter*, the *Zork* trilogy and the immortally-named *Leather Goddesses of Phobos*. The books will cost £9.99 each and are due to be published in August.



ALL WIRED UP

THIS STRANGE-LOOKING LUMP OF MECCANO is the Virgin Gamestores' Android. Manufactured by Nordank Murrell, the Android is being used in Virgin Gamestores in Kingston and Oxford to attract customers to the computer displays.

GASP, THRILL AND SWOON as the Red Arrows flash overhead at the International Air Tattoo '91 - but remember, if you're not in, you can't win!

COME FLY WITH US...

...AND MICROPROSE, as the 'King Of The Sim' has a flight-tastic prize up for grabs for no less than *five* lucky readers of *The One*.

That's right, for no apparent reason, MicroProse is offering the five winners of this great competition a pair of tickets each to the International Air Tattoo '91 at Gloucestershire's R.A.F. Fairford on either July 20th or 21st, where they'll not only get to look at loads of aeroplanes and stuff - but they may even get a chance to meet some of their favourite The One journalists!

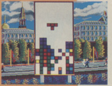
And to be in with a chance of winning one of these five pairs of tickets, all you have to do is name three MicroProse flight simulators!

That's it, just put the names on the back of a postcard (or a sealed envelope) and send it to: Fly Boys, The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to arrive no later than June 10th.

TETRIS RELAUNCHED

TETRIS, ARGUABLY THE GREATEST puzzle game of all time (in fact, some would say *the* greatest computer game of all time), is about to resurface after a long, enforced absence.

Having first appeared over four years ago, this classic test of logic and dexterity was soon put on ice by Mirrorsoft, its original European publisher, when a major legal row broke out in the U.S. over who owned the game's rights.



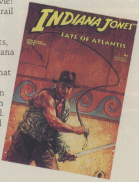
It appears that Nintendo won that particular argument, as the game now comes packaged with its Gameboy handheld.

Now however, French-based Infogrames has somehow snapped up the rights to relaunch the game into the European market - and obviously thinks that the game's long-enforced absence should have kept interest high enough for it to sell at £19.99.

Although the publisher and packaging may have changed, the gameplay remains the same: you rearrange a random series of falling blocks to make complete lines at the foot of the screen. In this version, the speed can be varied, your high scores can be saved and you can play in tournament mode with up to five other players.

INDIANA JONES RETURNS

LUCASFILM HAS JUST ASTONISHED the World by announcing that it has begun development on its fourth Indiana Jones game - even though there may never be another Indy movie!

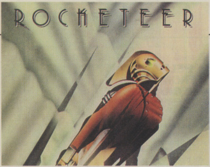


Indiana Jones And The Fate Of Atlantis puts the intrepid archaeologist on the trail of Nazi sympathisers who've stolen ancient artefacts, believed to have been excavated from the fabled lost city of Atlantis.

Although LucasArts (the parent company behind all of George Lucas' products, including the Indy computer games) still denies that there will be another Indiana Jones film, the game's scenario is also being used for a series of comic books (right) and rumours are rife that Harrison Ford has actually agreed to don the hat and jacket for one last crack of the whip.

Just like *Indiana Jones And The Last Crusade*, this latest game will be released in two separate versions - one in the usual Lucasfilm adventure style, the other an arcade action game which is being developed in the UK by Attention To Detail.

Indy fans should pencil in October and November in their diaries as potential release dates, however no price for either version had been decided at the time of going to press.



UP, UP AND AWAY

HE MAY LOOK LIKE ROCKET RANGER, he may sound like Rocket Ranger, he could even fly like Rocket Ranger, but the Rocketeer is actually the star of a brand new film from Disney due for release later this year. In a story which pays tribute to the classic serials of the '50s, an American scientist discovers an ancient rocket pack and proceeds to fight for truth, justice and the American way in a struggle against the evils of Nazidom. ***The Rocketeer*** opens in the U.S. on June 21st, a British release date has yet to be confirmed.

SIMIS SCORES A FIGHTER DOUBLE

THE MiG-29M SUPER FULCRUM may be a top-secret Russian fighter plane, but that hasn't stopped those intrepid chaps at Simis (the team behind Domark's *MiG-29 Fulcrum* simulator) from digging up all of its technical specifications.

So it comes as no surprise that this advanced Soviet fighter plane is to be the subject of the follow-up to MiG-29 Fulcrum, with new performance ratings, combat scenarios, and a redesigned control panel.

THE HARRIER AV-8B, next for the Simis treatment when Domark's finished with MiGs.

Domark plans to release the game in September, to coincide with the first public showing of the real-life MiG-29M at the Paris Air Show. Anyone who already has the original program, and doesn't fancy paying another £30 for the new version, will be able to buy a special upgrade for around £12.

But Domark isn't confining itself to simulating Eastern Bloc aircraft, as the American version of the Harrier Jump Jet, the AV-8B, is also about to get the Simis treatment.

Harrier Assault isn't due for release until late next year, but the basic gameplan is already taking shape - you'll play the part of the Commander of the Rapid Response Force, setting objectives for your team of US Marines.

WOULD YOU BUY A COMPUTER GAME FROM THESE MEN?*

WE WERE CLEANING OUT our picture files just the other day, when we noticed just how many pictures we had of Domark's joint managing directors, Mark Strachan and Dominic Wheatley, either in silly poses or dressed up in costumes so outrageous that you'd be embarrassed to go to a fancy dress party in them. 'Would these men do anything to sell a computer game?' we asked ourselves. On the evidence of the following pictures, it looks as though the answer could only be a resounding 'yes'...

THEY'D RELEASE THEIR GAMES on the Enterprise (keeping straight faces)...

THEY'D DRESS UP as hippies ("I think I'm sitting on my joss-stick")...

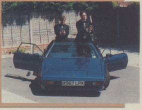
THEY'D BOWL A MAIDEN OVER (Mark's outfit is by David Icke)...

THEY'D SACK the reindeer...

THEY'D MOVE into these airy new offices...

THEY'D STAND IN for Dan Quayle in the event of George Bush becoming incapacitated...

THEY'D LOOK 'REAL MEAN' (apparently, Dominic - he's the one on the left - was asked to look as frightening as he could for this shot, but all he could manage was this polite sneer)...



THEY'D LOOK SHAKEN, not stirred... Actually this is a pretty good picture to finish off with, as it raises more than its fair share of questions. For instance, why are Dominic's shoes peeping out from under the door? Or - an even more sinister query this one - how come Mark casts no shadow on the bonnet of the car? We think we should be told!

*Silly question really - you probably already have!

RENT-A-CDTV

IF YOU FANCY TRYING OUT one of Commodore's new CDTV wonder machines, but don't fancy shelling out the £599 asking price, there may still be a way for you to get this muti-media machine firmly under your TV. The multinational hardware manufacturer is currently talking to a number of major rental companies and hopes to reach agreement with one or more of them in the next few months.

Those who *do* choose to buy their CDTV will find Psygnosis' award-winning *Lemmings* included in CD form. What they won't find is a copy of *Hutchinson's Encyclopaedia* - setbacks in the program's development mean that purchasers will have to wait a little while to receive their copy (which, Commodore assures us, will be sent out as soon as it's finished).

"WHO PIONEERED this high-jumping style?" - just one question from the CDTV version of ***Trivial Pursuit.***

Much of the early software available looks like being database-style information programs or straight computer game conversions, but the CDTV version of *Trivial Pursuit*, due to be published by Domark in September or October, could change all of this.

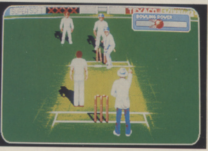
The CDTV version of the best-selling board and computer game will feature digitised pictures, sounds and even speech (including voice-overs by such notable 'celebs' as Patrick Mower and Kate Robbins) with every question.

AUDIOGENIC SELECTS GOOCH

DECENT (OR EVEN HALF-DECENT) cricket games have always been pretty thin on the ground - in fact, here at *The One* we can't think of a single game that's successfully captured the atmosphere of the most English of sports. However, Audiogenic's forthcoming *Graham Gooch's Cricket* may well change all that.

Due out next month (which should just coincide with the climax of the 'Windies' tour) the game will give the player the option to compete in either full tests or 'limited over' matches, or even to forget about competition completely to get in some practice in the nets.

Once in the game, you'll be able to choose between 'fast', 'spin' and 'swing' bowling and a wide choice of batting strokes. And despite the complexities of the real game, Audiogenic has managed to confine its incarnation to two basic views: either from behind the bowler or, once the batsman has struck the ball, a full-pitch overhead view.



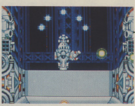
"THE BATSMAN'S HOLDING, the bowler's Willie..." Relive your favourite cricketing moments in Audiogenic's ***Graham Gooch's Cricket.***

HELP FROM SIERRA

US COMPANY SIERRA, newly set up in the UK, has already put its customer support telephone lines into operation. Call them on 0734 303171 for help with any Sierra product, or if you have a 'touchtone' phone, you can call the 24-hour automated helpline on 0734 304004. Modem owners can get through to Sierra's bulletin board system on 0734 304227 for hints, enquiries and downloadable demos.

BANZAI BUNNIES

WITH A CARROT IN ONE HAND and a hearty cry of "What's up Doc?", the Ninja Rabbits have arrived on the scene. In an obvious attempt to cash in on the turtles' band wagon, Microvalue has released this tale of mutated bunny-wunnies and their mission to plug a deadly gas leak at the nearby chemical factory. *Ninja Rabbits* is available now at the value-for-bunny price of £6.99.



CORE'S FIRST ATTEMPT at a shoot 'em up promises plenty - but doesn't it look a little familiar?

CORE EVACUATES EARTH

EXPLORATION IN THE OUTERMOST REACHES OF SPACE is the theme of *Frenetic*, the next game due to dribble from Core's productive pipeline. The classic shoot 'em up action sees your spacecraft attempting to create a safe galactic passage for an interstellar fleet evacuating the Earth's population.

The finished game will boast eight separate levels, each with its own end sequence in which you must defeat the warship from Mozone (the mighty warships of Mozone having already desecrated most of Earth). You may want to rope in a friend to help, as the two-player option doubles your firing rate.

Look out for Frenetic, on release next month.

THE WHOLE WORLD IN YOUR HANDS

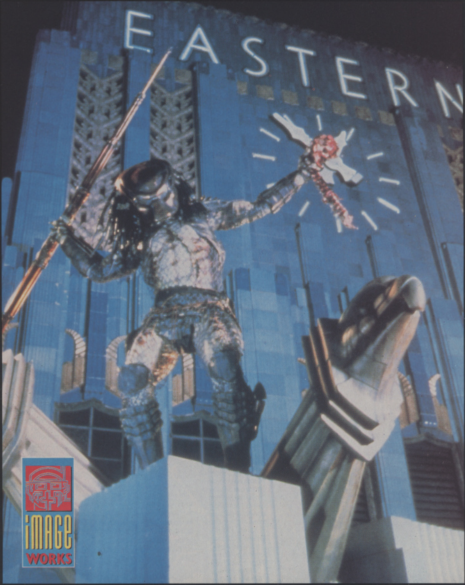
SID MEIER, AUTHOR OF *RAILROAD TYCOON*, is currently hard at work developing a 'mankind simulator' - once again for MicroProse and appropriately entitled *Civilisation*.

The game drops you (and up to four companions) on a lonely plain in the year 4000 BC - from then on, the survival of the human race is in your hands. You'll need to build relationships, forge alliances and invest in technology and medicine (for example, if no-one invents the wheel, your race could die out).

There are four different starting scenarios to choose from: Mesopotamia, North America, the World or even an all-new, computer-generated environment.

Because of its size and complexity, Civilisation probably won't make it to the shelves until well into next year - as ever, we'll keep you posted.

PREDATOR 2™



. . . HE'S IN TOWN WITH A FEW DAYS TO KILL

AVAILABLE ON:

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ELECTRA-FYING

YOU'VE NEVER HAD IT SO GOOD! Following the recent launch of Leisuresoft's *Tecno Plus* range of peripherals, Britain's other major software distributor, Centresoft, has decided to get in on the act by producing its own range of 'branded' goods.

The *Electra* range offers everything you could possibly need for your Amiga, from half-meg upgrades with a copy of either *Kick Off 2* or *Champions Of Krynn* at £39.99 to four-way joystick adaptors (for use with the aforementioned footie classic) at £5.99.

The entire range will be available from all good software stores, but if you have any trouble finding what you're looking for, contact Centresoft on (021) 625 3388.

However, some readers of *The One* won't have to go to even that trouble, thanks to our amazing giveaway competition. We are offering either a half-meg memory upgrade, a 1.5 meg memory upgrade, an Amiga to SCART monitor lead or a four-player joystick adaptor to the four lucky winners who can answer the following question:

An electricity plug has three coloured wires running into it - what are they?

Send your entry (on a postcard please, or the back of a sealed envelope) to: Electra-Fying, The One For Amiga Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. All the usual competition rules apply and your entries should reach us by Monday, June 10th.

TOP TEN
June 1991

1	NE	**GODS**	Renegade
2	▲	**FANTASY WORLD DIZZY**	Code Masters
3	NE	**PGA TOUR GOLF**	Electronic Arts
4	▼	**LEMMINGS**	Psygnosis
5	NE	**DEFENDER OF THE CROWN**	Mirror Image
6	▼	**SPEEDBALL 2**	Image Works
7	NE	**ROCKET RANGER**	Mirror Image
8	NE	**ARMOUR-GEDDON**	Psygnosis
9	NE	**MIAMI CHASE**	Code Masters
10	NE	**CHUCK ROCK**	Core Design

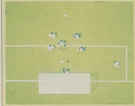
EA KEEPS SWINGING

LAST ISSUE, Electronic Arts offered one lucky reader the chance to 'putt on the style' on a weekend at a Trusthouse Forté golf centre. That reader was Barry Warburton of Spalding in Lincolnshire. The 10 runners up who will each receive a limited edition Executive Golfing Shirt are: Adam Calieu from London; Mr P. Boucher from Bournemouth; T. Hollands from South Woodford, London; G. Burst from Ripon; Liam Grest from Grimsby; Stuart Farmer from Farnham, Surrey; Nick Male from Winchester; Robert Leason from Uttoxeter; Mr B. Burgess from Manchester; and finally Paul Mellors from Bournemouth. For the full list of competition winners, turn to page 22.

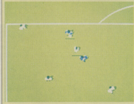
THE GOAL-DEN SHOT

The Kick Off 2 Golden Goal Of The Month PRESENTED BY THE ONE MAGAZINE AND ANCO THE KICK OFF 2 GOLDEN GOAL CHAMPIONSHIPS

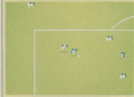
NOT MUCH HAS COME OUT OF BARNSLEY. Black Puddings, the A321, the B652241 and John Wilson. Who? John is only one of the greatest footballers that this game has ever seen. What he can't do with a joystick and a football doesn't bear thinking about. Words alone do not do justice to this great talent, so not only do we have a few pictures below describing his superlative goal, we also have the goal itself stored on our cover disk (see page 8 for details).



FROM A SOLO EFFORT along the wing, John turns towards the goal and starts to advance. The defenders rush in to intercept but John's got other ideas...



TURNING ON A SIXPENCE John runs back out towards the centre of the pitch. Then in true Gazza style, he turns back towards the goal and continues his run.



AS HE REACHES THE GOALMOUTH John spins around once more to face the opposite side of the goal. He lets rip with a real scorcher, which the goalie hasn't a chance of stopping.

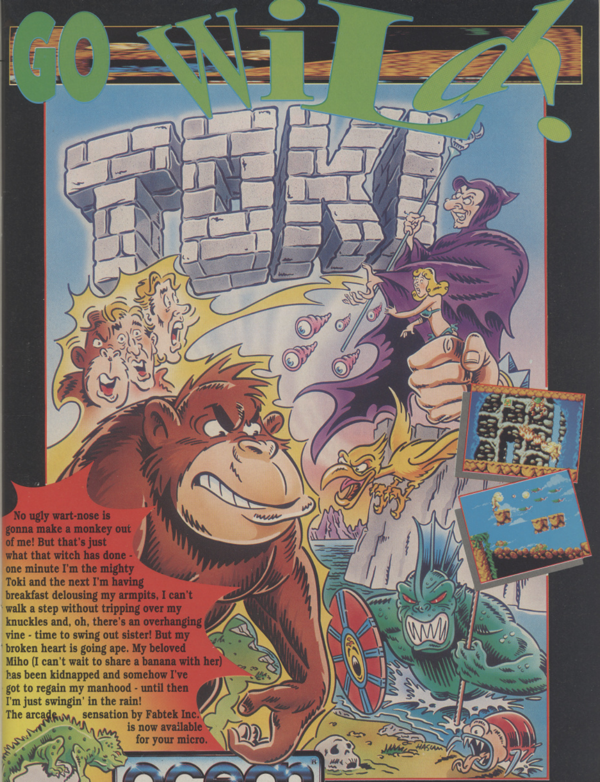
"Well Brian, we'll be lucky to see one as good as that in the near future, eh?"

"I'm not so sure Jimmy, those readers of The One are full of surprises. Remember, all they have to do is send their goals to: **Golden Goals (Kick Off 2 Championships), The One Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. They shouldn't forget that the prize is an entry to the Kick Off 2 Championships and that nothing but the best will do. Unfortunately the boys can't return disks, even with an SAE!"

IGNORE THESE RULES AT YOUR PERIL

FAILURE TO COMPLY with any of these regulations merits instant disqualification.

1) No more than THREE (3) goals per disk and no more than one disk per entrant.
2) All goals MUST be scored by the entrant and NOT by the computer (even in Position play you have to be the one that gets it in the net). We can tell, so don't waste our time.
3) The disk LABEL must contain the following information: the entrant's name, address and (if applicable) telephone number - it must also clearly state that it is an Amiga disk! A description of the goals would also be handy, along with what type of pitch they were scored on.



No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fabtek Inc. is now available for your micro.

ocean

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MUSICAL MIRACLE WORKER

SOFTWARE TOOLWORKS RECKONS that it can work musical miracles - even for the tone deaf!

The reason for this? The firm's *Miracle Piano Teaching System*, a package which includes a full-sized synthesiser to plug into your computer and a 200-lesson tutorial software to take you through all stages of piano playing - from Les Dawson to Liberace.

Besides taking lessons, you can also hone your skills using arcade-style techniques (one lesson, for example, has you shooting targets by hitting the correct note on the synthesiser). The keyboard has 128 separate sounds and effects, allowing full orchestral backing.

Although no details could be confirmed at the time of going to press, the Miracle is expected to retail at around £299 (including keyboard) and should be available sometime in September.

GOLDEN SUPPORT

US GOLD HAS SET UP a number of telephone 'helplines', specifically for those people who are stuck on its adventures and RPGs. Computer-activated, the lines are all of the 33p per minute off-peak, 44p per minute peak-time variety.

When you call, you will be asked which part of the game you need help with: the telephone tape will then switch to that topic at your spoken prompt. Further lines give details of new releases and competitions, and all are open 24 hours a day, seven days a week.

The numbers are as follows:
New releases - 0839 654124
Lucasfilm games - 0839 654123
(this line covers *The Secret Of Monkey Island*, *Indiana Jones And The Last Crusade*, *Zak McCracken And The Alien Mindbenders*, *Maniac Mansion* and *Loom*)
Delphine games - 0839 654284
(covering *Operation Stealth* and *Future Wars*)
SSI - 0898 442025
(the first of three, covering *Hillsfar*, *Dragons Of Flame* and *Heroes Of The Lance*)
SSI - 0898 442026
(for *Pool Of Radiance*, *Curse Of The Azure Bonds* and *Champions of Krynn*)
SSI - 0898 442030
(for *Buck Rogers* and *Secret Of The Silver Blades*)

GAME FOR A LAUGH

WE RECEIVED QUITE A FEW imaginative answers to last month's Sega Game Gear competition - but mainly blank postcards and personal abuse. The reason for this? We forgot to run the question!

We could try to wriggle out of this with some excuse, but we're going to come clean - a dog ate it (you're fired - Ed).

Just to recap, last month we gave you the chance to win one of Sega's wonderful colour handheld consoles.

However, since we failed to deliver the question, this time around we're going to do things a bit differently. The answer to last month's question was 'Japan' - so, all you have to do now is guess the question!

Once you reckon you know the answer (or, should we say, the question), pop it on the back of a postcard (or, you guessed it, a sealed envelope) and send it to: Question Me An Answer, The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for entries is June 10th 1991.

THAT WAS THEN

ISSUE 9: JUNE 1989

AN EXCITING ISSUE this one: *Kick Off*, one of the most successful games of all time, made its review debut. We only gave it a measly 88 per cent, but then, things were tougher in those days. The reviewer was our very own Paul Presley (at the time a mere Magazine Assistant) who said: "Anco's footie game is by far the best of its type to appear on 16-Bit, and unless the opposition comes up with something really special, it's all over bar the shouting." Well, we all know now that the opposition never did come up with anything really special and the only footie game to surpass Kick Off has been Anco's own *Kick Off 2*.

JUNE 1989
ISSUE NINE
£1.50
THE One
ATARI ST
AMIGA
PC
FOR 16-BIT GAMES
WEIRD DREAMS
ARE MADE OF THIS
KICK OFF
ANCO'S KICK OFF GETS A RESULT
RIDE VERY FAST
WITH MICROSTYLE'S BIKE SIMULATION
ONE ON ONE WITH CINEMAWARE
3D POOL: RIGHT-ON CUE

As a small aside, one rather embarrassing story connected with this review is that a pre-production copy of the game had been kicking around the office for about four months prior to our receiving the finished thing - and nobody took a blind bit of notice of it... if only we'd known then what we know now.

The up-and-coming UK subsidiary of US firm MicroProse featured heavily in the issue. The excellent *Honda RVF* from one of its new labels, MicroStyle, was the main cover image and gave rise to one of the worst cover lines in the history of magazines: Ride Very Fast (geddit?). The offending party still works for the magazine today (why?), but he shall remain unnamed to protect the innocent (his initials are C.B. though).

MicroProse also made big news this month because it had just bought Telecomsoft. Nowadays, of the three labels included in the deal - Firebird, Rainbird, and Silverbird - only Rainbird exists.

One game that had recently been the subject of a lot of enthusiastic journalism was Bullfrog's *Populous*, published by Electronic Arts. All that excitement now proved to be very well deserved, as our exclusive Software Circus charts showed Populous shooting straight to Number One on two of the formats that we covered in those days (guess which two!).

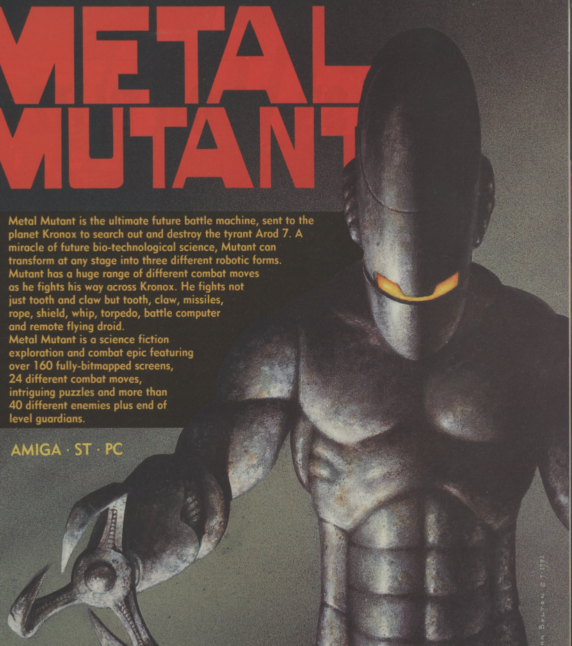
US company Cinemaware came under the Work In Progress spotlight with its tribute to the '50s science-fiction film, *It Came From The Desert*. As well as chatting about giant ants and what jolly good things CDs were, company MD Bob Jacob took the opportunity to claim that "British programmers are the best in the world technically, whereas the US don't program so well, but produce better concepts." There hasn't yet been a mass exodus of British programming talent to the States to bear out this theory, but who knows what might happen during the next two years?

It was American talent that impressed us most on the reviews front: Spectrum HoloByte's *Falcon: The Mission Disks Volume 1* clocked up an impressive 94 per cent. Other notables were DMA Design's two-player shoot 'em up *Blood Money*, Core Design's excellent platform romp *Rick Dangerous*, Delphine's *Bio Challenge* (one of its early arcade games before the company became an adventure specialist) and the bizarre *Weird Dreams*.

To round off the issue we took a look at Horror Software, a genre that many developers have dabbled with, but few with much success. We mentioned several games, one of which, *A Nightmare On Elm Street* never quite made it out of the US Gold boiling pot (a shame really, because we had a Robert Englund interview carefully prepared, which, to this day is sitting in the Ed's drawer gathering dust).

DMA Design's *Gore* was another game mentioned in that piece which still hasn't got much further than the drawing board. That won't stop it from appearing in further retrospectives though. Perhaps one day we'll be able to look back two years to its successful release.

METAL MUTANT



Metal Mutant is the ultimate future battle machine, sent to the planet Kronox to search out and destroy the tyrant Arod 7. A miracle of future bio-technological science, Mutant can transform at any stage into three different robotic forms. Mutant has a huge range of different combat moves as he fights his way across Kronox. He fights not just tooth and claw but tooth, claw, missiles, rope, shield, whip, torpedo, battle computer and remote flying droid.
Metal Mutant is a science fiction exploration and combat epic featuring over 160 fully-bitmapped screens, 24 different combat moves, intriguing puzzles and more than 40 different enemies plus end of level guardians.

AMIGA · ST · PC

DINOS
FLAME-LAUNCHER
BIO-HYPNOTIK EYES

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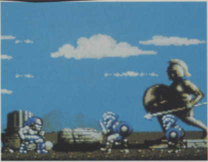
PALACE SOFTWARE

SYSTEM 3's 16-BIT BLITZ



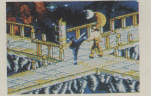
WHERE IN TIME could you possibly be in this, one of ***Myth***'s many time-based levels? It's all Greek to us...

VARIETY IS THE SPICE of the line-up of games due from System 3 over the next 12 months, with its range including conversions of highly-regarded 8-bit titles such as *Last Ninja 3* and *Myth*, as well as 16-bit originals.

System 3, a company that's always been best known as a developer for the C64, now reckons that it can bring some of that magic to a slightly more powerful machine. The first of its upgrades, Last Ninja 3, tests your martial arts skills over five levels, with the gameplay including puzzles as well as pure combat and the landscapes hiding objects which can be used as weaponry later in the game.

Another of the firm's big 8-bit names, Myth, is currently undergoing an ambitious revamping. When finished, the game will take the player through the legends of different eras, including scenes from Greek, Norse and ancient Egyptian mythology. Once again there will be a healthy mixture of exploration and combat - although this won't always be as straightforward as hacking the bad guys to bits.

The last game due to have an extra eight bits added on is *Vendetta*, a multi-section arcade-style game. All three titles should be released over the next couple of months.



COULD THIS REALLY be the last Ninja? Probably not, as the series has already reached number three and still shows no sign of flagging.

Leaving the old days behind for a moment, *Silly Putty* (a pretty silly name, we're sure you'll agree) is a 16-bit original in which you are (surprise, surprise) a ball of blue putty. Due for a November release, this one will see you zap your enemies by wrapping yourself around them as you roll and bounce around the play area.

A little more conventionally, *Changeling* is a space exploration game set in the catacombs of disused mine shafts on a far-distant asteroid. The reason for the name is that there are four different forms that you can adopt and change into during the game: in some stages you'll need to fly or swim to progress and must choose the relevant metamorphosis. The release date for Changeling is still to be confirmed, but it appears to be a case of 'this year, next year', rather than 'sometime, never'.

One which will definitely make it by early next year is *Constructor*, a trading/building game with plenty of strategic sub-plots. "A good game for bank managers on their lunchbreak," says System 3's Adrian Cale, which may or may not make you rush out and buy it when it's released.

Finally, System 3's previous 16-bit offerings have been rounded up into a compilation, the *System 3 Premier Collection*. This collection consists of *Tusker*, *Flimbo's Quest*, the veteran *IK+* and *Ninja Remix* (a sort of 'Last Ninja Two and a Half') and should already be hitting the shops as you read this.

Oh, before we forget, all the games will cost £24.99.

NERS... WINNERS... WINNERS...WINNERS... WINN

TWO ISSUES AGO (that was way back in April - coo!), Ocean offered illuminated globes and some exciting (but quite useless really) Plasma Orbs to those who could come up with the goods in its ***SimEarth*** competition.

Six of the best of our readers who've won one or the other of these are: Ian Slator of Hoddesdon, Herts; Leigh Joiner of Hemel Hempstead, also in Herts; Rich Tomlin of Leicester; J. Storey of Lutterworth, once again in Leicester (what's going on here?), C. Newman of Harlow in Essex and Barnaby Vollans of Salisbury in Wiltshire.

We made a small error (for a change) when reporting Leisuresoft's ***Tecno Plus*** range in issue 30 - but as a result, we were able to put a random selection of the hardware upgrades up as prizes in our Lucky Leisure competition.

The five folks who walked away with the goods are: Simon Hopper of Middlesborough, Cleveland; W. Maitchell of Darlington, Co. Durham; Ali Afshar of Winchester in Hants; Luke Escombe of Wimbledon, South London and Sean McKinley of Rickerscote in Stafford.

But by far the most popular prize offered in that issue was the double-decker video which Image Works put forward as the prize for its ***Predator 2*** competition (oh, there was a video copy of the original ***Predator*** movie thrown in too, but for some reason that didn't seem to attract the same attention).

We could keep the suspense up by blathering on a bit about this, that and the other, but what's the point? The only thing that you're all really interested in is the winner's name (and if it's you!). So, like we were saying, without further ado we'll bring you the winner of the Amstrad Double Decker video, courtesy of Image Works.

By the way, at this stage we'd like to point out that making copies of pre-recorded videos is illegal... what's that? Get on with it? Oh, alright then.

The winner, for those of you who are too impatient to wait for the full lowdown, is... David K. McCormack from Belfast in Northern Ireland. Congratulations David and happy viewing.

Moving swiftly along to last issue...

'Bound to Win' was Trevor Cobbe from Leicester, who told us that ***White Dwarf***'s character Thrud the Barbarian uses an axe to slaughter his victims - Trevor wins a trendy axe pendant, courtesy of On-Line Entertainment.

In our Lovely Leather competition, MicroProse gave you the chance to win a leather flying jacket. Suzi Yann from Dudley in the West Midlands will be getting into leather after correctly answering our three flying teasers.

Also in the last issue, we had a remote-controlled pleasure yacht on offer, thanks to Domark and ***Hydra*** - our watery winner is Anthony Howard from Southport, Merseyside.

And last but not least, we asked you to provide us with a name for Electronic Zoo's fluffy monkey mascot (whose reason for being is the company's new ***Monkey Business*** budget range).

The winner is Matthew Emery from Walsall in the West Midlands who came up with the name, Funky Monkey - thanks for that flash of inspiration, Matthew (if you think that's bad you should have seen the others!).

HYDRA™

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☐ A perfect cure for the Summertime Blues!
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Available on Amiga, Atari ST, Commodore 64, Spectrum & Amstrad
Programmed by Ice Software

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Amiga Screenshots

ICE SOFTWARE

DOMARK

WIN A

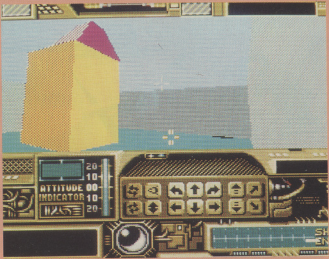
What's new, soft, and can design you a new bedroom?
Incentive's 3D Construction Kit!

What's new, hard, and sits in your bedroom?
Commodore's CDTV!

AT LEAST, IT COULD BE SITTING IN YOUR BEDROOM, if you're the winner of the great Domark competition which is to be launched next month to celebrate the release of the 3D Construction Kit. We'll be asking you to design a game using the kit - and not only will the winner walk away with Commodore's wonder machine, but he or she will also have their game published on The One's cover disk.

Full details will be announced next month, so that everyone who wants to take part has time to buy and use the program. The competition will be open for three months, so you'll have plenty of time to come up with something spectacular.

Look out for next month's exciting issue for all the info...



THE 3D CONSTRUCTION KIT is an all-new utility package that allows you to design anything from house interiors to complete games, using the remarkable Freescape system (as seen in such Incentive games as Castle Master).

The kit's simple langauge allows sophisticated animation and user interaction, while still producing almost professional results.

For more information, turn immediately to the review section in this issue.

CDTV!

Commodore CDTV REMOTE CONTROLLER
Commodore
CDTV
POWER

HOW DO YOU FANCY owning a machine with graphics and sound as good as an Amiga, but with a disk capacity 700 times greater? How would you like to own a machine that is capable of running an adventure game as big as all the Sierra games put together, or a shoot 'em up that combines all the qualities of X-Out, Xenon II, R-Type, and SWIV in one enormous game. Then you're bound to like the CDTV, a new type of computer based on the best-selling Amiga and using revolutionary state-of-the-art CD technology.

WATCH OUT FOR FULL DETAILS OF THIS GREAT COMPETITION IN THE NEXT ISSUE OF THE ONE - ON SALE JUNE 26TH

America - land of the free, mom's apple pie, the stars and stripes, the San Francisco 49ers... and 'Crazy' Dave Gruisin. In the first of an ongoing series, The One's all-new, fresh-faced Stateside roving reporter brings you all the latest in US games and gaming technology - and generally 'has a nice day'. So roll those drums, 'cos here comes...

ENTERTA

HI THERE BRITISH BUDDIES! Dave Gruisin here... 'Crazy' by name and 'first with the news' by nature!

Now that *The One* doesn't review PC games any more, the Ed thought that he'd better have someone 'on the ground' over on this side of the Atlantic to keep you up to date with what's happening U.S. gamewise.

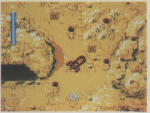
I've been playing, writing about (and cheating at) computer games since the beginning of time, and having cut my critical teeth working on the late-lamented *Rolling Scroll* (America's greatest games magazine, which unfortunately closed in '82) and *Stars And Bytes* (which lasted a year longer) there ain't no sucker on this whole continent better qualified to tell you what's hot and what's not.

In what will become a regular feature, I'm going to keep you up to date with the cream of the new releases from all the giants: Electronic Arts, Lucasfilm, Sierra, the Realtime Instrumentation Corporation and the rest...

So let's get on with the show, 'cos Gruisin's cruisin'...

STAR WARS
Lucasfilm Games

CAN YOU FEEL THE FORCE? Lucasfilm Games' next release on the Nintendo Entertainment System is based around the '70s blockbuster which launched the careers of Harrison Ford, David Prowse (later to find real fame as the Green Cross man - the man who helps you Limeys across the road) and R2-D2. That's right, *Star Wars* is back.



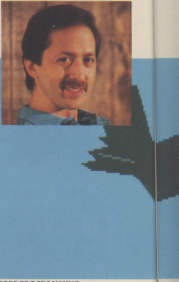
LOOK OUT FOR SAND PEOPLE, Sarriac pit monsters, sand worms, Banthas and Jawas while driving around the dusty desert surface of Tatooine.

This latest twist in the Star Wars game saga allows you to navigate the Millennium Falcon through an asteroid field and fly your X-Wing fighter into battle against the Deathstar. All the main characters from the film - Luke Skywalker, Han Solo, Princess Leia, Obi-Wan Kenobi and C-3PO - are included, each with his or her own individual traits (part of the fun is finding out how to use these individualities to your advantage).

As in the film, the game opens in the Tatooine Desert with Luke, astride his (t)rusty landspeeder, searching for Obi-Wan Kenobi, who will give him a light sabre and teach him the ways of the Force.

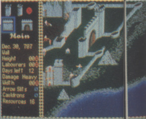
Luke then travels into the space port of Mos Eisley, where he fends off Imperial Stormtroopers and meets up with lusty space cowboy Han Solo, pilot of the Millennium Falcon. Soon, the two buddies find themselves on a mission to rescue Princess Leia from Darth Vader, before finally kicking ass on the Deathstar. Don't get too confident of your impending success though, this version of Star Wars has several different endings.

And the good news is that, for once, Nintendo's not going to keep all of the fun to itself - rumour has it that this game will also make it to all major keyboard formats. So, keep watching the skies..



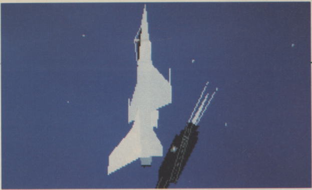
BEFORE PROGRAMMING *JetFighter II*, Bob Dinnerman designed the *Discs Of Tron* coin-op for Bally and *F/A-18 Interceptor* for EA.

CASTLES
Interplay



Could this little beauty be the *Sim City* of 1991? From the maker of *The Bard's Tale* series and *Battle Chess* comes *Castles*, Interplay's combination of a castle-building and role-playing which gives you the chance to construct your own Camelot.

Taking the role of a 13th century land baron, you design, build, manage and defend your dream castle. First you find a suitable, easily-defended site. Then you select the best places to put the walls, towers and gatehouses. How high



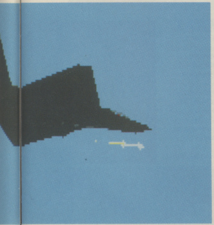
IS *JETFIGHTER II* THE MOST user-friendly simulator of all time? Velocity thinks so, but you can judge for yourself some time in the future.

NMENT

USA

JETFIGHTER II - Velocity

HOLY COW! California's been invaded by South American terrorists who've used drug money to buy the latest weapons and Scud missiles - only the street gangs of East L.A. are offering any armed resistance. What can the government do? They can't nuke their own cities!



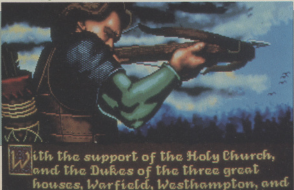
Cut to Commander Dusty Gray, a 'Top Gun' test-pilot whose task is to wipe out the terrorists' SAM capacity for the next six months. Only then can the good guys send in their bombers to blow the drug-dealers away.

As a member of the Air Elite, you'll have to stop hijackings, terrorist missile strikes and surgical bombing runs in over 100 diverse combat missions. These can be flown in any of four jet fighters: the F-18 Hornet, F-16 Falcon, F-14 Tomcat and the aforementioned F-23 ATF. This stealthy baby is supplied with the latest weapons systems, radar-evading materials and aerodynamic design allowing speeds in excess of Mach 3.

JetFighter II: Advanced Tactical Fighter is the latest creation of Bob Dinnerman, the talented programmer who previously designed the *Discs Of Tron* coin-op for Bally and the critically-acclaimed *F/A-18 Interceptor* for Electronic Arts. "His ongoing desire to push back the boundaries of technology and playability brought the next generation in personal flight simulation – JetFighter II," remarks Velocity - who obviously like the guy! I mean, check this out... "It destroys the competition with advanced 3D simulation technology featuring the amazing new F-23 Advanced Tactical Fighter complete with breathtaking scenery and the most spectacular jet dogfight action you will ever experience." Far out!

Billed as a containing some of the best 3D graphics ever seen, JetFighter II features 'real world' cityscapes, accurate shadowing and light-source shading. You also get the chance to fly incredible midnight dogfights. If your flying skills are lacking, you can get advice from the innovative 'hypertext' help system and there is also an instant flying mode for beginners.

JetFighter II is currently available on your side of the pond through US Gold, costing £39.99. It's PC-only at the moment, but while the original JetFighter never escaped from its MS-DOS ghetto, there's avery good chance that this one will. We'll keep you posted.



With the support of the Holy Church,
and the Dukes of the three great
houses, Warfield, Westhampton, and

should you build the battlements? What level of taxation should you squeeze out of the local peasants to pay for all of this expensive endeavour? It's all up to you.

Castles will be accompanied by a special musical score and will come complete with three increasing levels of difficulty.

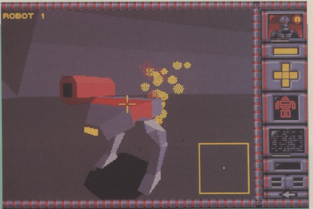
And if the mediaeval theme catches your fancy (but you're more interested in some olden day cut and thrust than house building), you may be interested to hear that Tengen's *Ramparts* coin-op is also due for conversion.

CYBER FIGHT
Electronic Arts

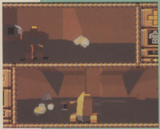
IT'S OVER TO SAN MATEO FOLKS, as Electronic Arts is bringing its feet firmly to the ground for its next release, an interpretation of a futuristic gladiatorial fight.

Cyber Fight (a working title only), places its combatants inside exo-skeletal fighting machines, arms them with sledge hammers, wire-guided bazookas and nuclear warheads and displays the results in glorious 3D.

There's more to this contest than beefy weapons though. You can also equip your exo-body with a variety of add-on cybernetic devices such as radar vision, invisibility fields and battle computers to give you an edge.



FROM THE AUTHOR OF *POWERDROME* comes *Cyber Fight*, a sci-fi 'sport' filled with sledge hammers, exo-skeletal fighting machines and Gouraud shading.



Combatants must also tackle physical forces in the arena including gravity, friction, inertia and elasticity. After each battle, the winner can scavenge the remains of the loser for extra hardware.

To bring extra realism to the subject, programmer Michael Powell has used 'advanced shading techniques' to create smooth metallic surfaces and particle models for smoke, rocket exhausts and explosions.

To help you take care of your friends, EA has included numerous two-player options, including split-screen and computer link-up modes. Happy bashing...

DEATH OF THE GRAY GHOST

ALTHOUGH *JETFIGHTER II* is based on the YF-23 Advanced Tactical Fighter, in real life the US Air Force has opted for its rival.

Last month, the Pentagon awarded a 650-plane contract to Lockheed, Boeing and General Dynamics worth $95 billion in orders over the next 20 years.

Lockheed's YF-22 Advanced Tactical Fighter, dubbed Lightning 2, is to replace the ageing F-15 long-range fighter.

The ATF doubles the range of the F-15 Eagle, is more manoeuvrable and harder to detect by radar. This stealthy aircraft can even 'supercruise' (that is, fly at Mach 1.5 without using afterburners) thus cutting fuel consumption and IR-signature.

Both the YF-22 and YF-23 'Gray Ghost' (from Northrop and McDonnell Douglas) prototypes cost almost $1 billion each to make. A fly-off between the two planes started last August at the Edwards Air Force Base in California. Over 5,000 engineers, computer experts and technicians were involved in this spectacular – a dogfight with only financial casualties.

Perhaps the factor that tipped the deal in favour of the YF-22 was that Lockheed flew 74 test sorties instead of just 50 for Northrop's plane. The ATF fighter could end up costing as much as $135 million apiece and should be in service by the end of 1997.

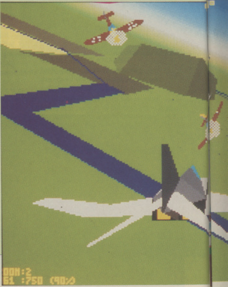
CHUCK YEAGER'S AIR COMBAT
Electronic Arts

ARE YOU A FRUSTRATED DESKTOP PILOT? Is that MiG-25 flying rings around you? Sounds like you could do with some help from Uncle Chuck, the Mighty Yeager, bearer of the Right Stuff and the first man to fly faster than the speed of sound.

In his latest collaboration with the guys from San Mateo, Electronic Arts, that aviatory legend Chuck Yeager assesses your flight technique and tells you how to get out of tricky combat situations - and all using speech digitised from the living legend himself!

Chuck Yeager's Air Combat has been brought to you by Bruce Iverson, the same guy who was responsible for *LHX Attack Chopper*, but it's also had major design input from his Chuckness.

This collaboration gave Iverson a real buzz: "I admire anyone who has the guts to fly in a real dogfight," he confides. "The more I read about it, the more amazing it seems that people actually do it. Yeager is especially admirable because he based a whole career on dangerous flying."



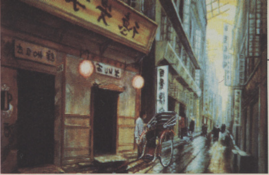
You can choose from over 50 missions, including some of the most hair-raising aerial combat from World War II, Korea and Vietnam - the result is a series of fast and furious dogfights involving up to 16 aircraft.

Having chosen their kite, selected the tactical situation, fixed the skill of enemy pilots and then finally chosen the number and type of enemy aircraft from 17 different models (whew!), trainee fighter pilots can invoke a number of cheats to get them through their first dogfights. Invincibility, easy landings and a never-ending supply of ammunition are all available to those who *have* got the Right Stuff - but don't want to use it just yet.

Developing the game has involved Iverson in quite extensive research. "The first step is reading the historical sources and deciding what qualities of each plane should be included," Iverson explains. "The FW-190, for example, gives poor performance at high altitude. I have to make sure that my aerodynamics code simulates these factors... and I rewrite it until it does."

Before he started devising computer games, Iverson used to cook hamburgers for a fast food restaurant in Florida - but hey... that's irrelevant!

Back on the case, our man got most of the ideas for



HEART OF CHINA
Dynamix/Sierra On-Line

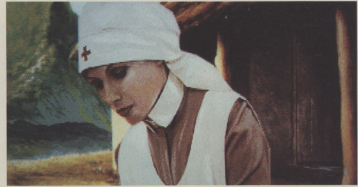
FOLLOWING ON from the cyberpunk detective adventure *Rise Of The Dragon*, the second product to spring from Dynamix' Game Development System is set way back in the roaring '30s.

In *Heart of China*, you can visit numerous exotic locations of the time, from the cafes of Paris to dirty Shanghai backstreets. Like countless games before it, your task is to rescue a pretty young woman from a bunch of dastardly kidnappers.

At least you're not tied to the keyboard though - you just look at the screen, place your cursor over anything that interests you, and press the fire button to see what happens. "With our 'point-and-click' interaction system, our goal was to eliminate the frustration factor from adventure gaming, so that nothing interferes with the experience of the game," confirms Jeff Tunnell, Dynamix' President.

To keep even the most dedicated couch potato happy, Heart Of China includes beautiful hand-painted backdrops and randomly generated animations, an indication of why there is eight megabytes of game data in there.

Now that Dynamix has combined full-colour paintings, live actors and digitising to achieve the stunning look of Heart of China, the 'interactive movie' seems just that little bit closer.



EXPERIENCE THE ORIENT through the glorious *digitised splendour of Heart Of China.*

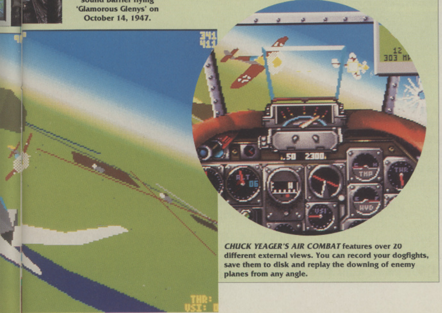
ELECTRONIC ARTS' original Yeager game has now sold more than 480,000 units.

BRUCE IVERSON (below left) with the one-and-only Chuck Yeager - the man who broke the sound barrier flying 'Glamorous Glenys' on October 14, 1947.

Chuck Yeager's Air Combat from technical journals. "I started with Yeager's autobiography. After that, I read lots of books trying to decide which were the most interesting air battles. I tried to select missions that would highlight particular combat tactics, strengths and weaknesses of various planes."

The game incorporates fast vector-based graphics technology combined with realistic special effects. Ken Hurley provided the digitised sound, bitmap scaling code (wowza!) and 'dithered horizon' effect. Apart from the digitised 'Chuck-speech', the game features synthesised sound effects for gun and explosion noises, which were put together by Dave Warhol and Mike Sanger.

One thing's for sure, Iverson says his next project won't involve any 3D calculations... but will it involve hamburgers?



***CHUCK YEAGER'S AIR COMBAT* features over 20 different external views. You can record your dogfights, save them to disk and replay the downing of enemy planes from any angle.**

FOOD FRENZY

THERE'S MORE TO THE U.S. OF A. than games you know - this little country of ours is also as good a place as any to chow down! Here's a rough guide to my favourite eateries in my own home town... the Big Apple.

So you've just landed in JFK airport and you're looking for a filling meal that's a little bit different. How about a Japanese Steakhouse? In a Benihana restaurant you can experience the sights and smells of food being cooked on searing hibachi grills.

If you like your ribs a little less spicy, go for Tony Roma's Rib House. Take-out and delivery services are available in this cheap and tasty chain of diners.

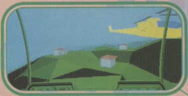
And staying with Italy, what better place to eat Fetuccine Alfredo than in the world-famous Alfredo The Original of Rome? Here you'll be offered delicious Italian pasta, veal and chicken dishes along with live jazz music.

New York is packed with Mexican bars and eating places, one of the best is Cinco De Mayo in the Soho district. For a real treat, try the chicken in pumpkin seed sauce or pork based in banana leaves.

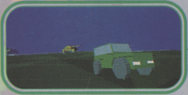
Check the local press for more details - and while you're at it, why not give me a call on 212 555 9647?

FLAMES O

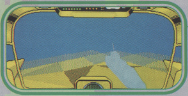
Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.



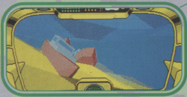
Dogfight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.



Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.

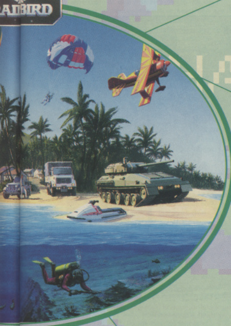
Screen shots shown are taken from the Atari ST versions. Actual sceens may vary by format

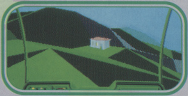
TOTAL FREEDOM- FROM RAI

(1,000 miles long X 1,000 miles wide X 15,000 feet high.) + (4,000 characters X 22 modes

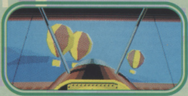
FREEDOM

A three dimensional environment packed with action, adventure and strategy. Entering it is easy......breaking free is what's hard !

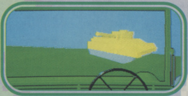




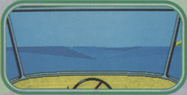
A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.



Fly the skies above the forty-one islands by helicopter, zeppelin, parachute, rocket pack, or, as seen here, biplane and balloon, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.

Flames of Freedom will be available shortly for your Commodore Amiga, Atari ST and IBM PC compatibles.

INBIRD MASTERS OF STRATEGY

es f transprt X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

We know them only as the coolest coders in town, the ace assemblers, the bigwigs of binary... but where did they come from? What force has made those Bitmap boys the dynamic demons of design that they are today? In an exclusive interview, *The One* magazine can blow away the cobwebs from the Bitmaps' murky past as Brian Nesbitt goes One On One with...

Mr. and Mrs. Bitmap

WAY BACK IN THE MISTS OF TIME, in the secluded village of Wyrepiddle, a miracle happened. Mrs. Anna Bitmap (nee Log) gave birth to quadruplets: three bouncing baby boys and one girl. Both she and her husband, Bobby, must have had little idea that their sons, Eric, Michael, and Steven were destined to become superstars.

The three boys (and their sister, Belinda) led a quiet but hard life in the village, attending the local school and later studying at the grammar school in the nearby town of Chipping on the Wold. It was there, perhaps, that the seeds of their stardom were planted.

Sadly at this time their sister Belinda (who many would argue was the boys' original inspiration, and could have gone on to be an even more famous developer than her incredibly famous brothers), perhaps feeling overshadowed by her brothers' success, was driven to despair and ran away from home to join the circus. Although she's thought to be alive and well, she was last seen performing as an anchor woman for a Soviet acrobatics team in 1978.

The other sadness in the boys' early life was that they saw little of their father. He had to rise at five every morning to begin the long journey to the Cornish tin mine where he worked, and he would never return until long after the boys' bedtime.

However, after much investigation, we managed to track down Mr. and Mrs. Bitmap, now living in comfortable early retirement in a cottage on the Isle of Lewis in the Outer Hebrides, and asked them about the Bitmap Brothers' formative years.

BRIAN NESBITT: Did you have the remotest idea on that fateful day that your sons would grow up to become famous?

MRS. BITMAP: Ooh no dear, of course they were very special to me - Michael with his cute little chubby chops, Eric with his little plastic sunglasses, and... erm, the other one with the long hair - but I had no idea they were going to become special children for so many other people too.

MR. BITMAP: We're very proud of them...

BRIAN NESBITT: Weren't you at all surprised that for quadruplets, none of your children remotely resembled each other in the slightest?

MRS. BITMAP: Ooh yes dear, even the midwife said to me: 'Well I never Mrs. Bitmap, to look at your boys you'd think they weren't really brothers at all.' So I had a good look myself. 'Ooh yes,' I says, 'who'd ever believe they all came from my womb.' (Pardon my French.) Didn't I dear?

MR. BITMAP: Mmmph! What?... Oh yes... we're very, very proud of them though...

BRIAN NESBITT: Do you find it alarming that the boys are still playing games now that they're all grown up?

MRS. BITMAP: Ooh no dear! Well I mean, take my neighbour, Mrs. Molyneux, her little boy still plays with Lego. And those lads from down the road, Mark and Dominic, they're a lot older than my boys and they still get up to all sorts of pranks.

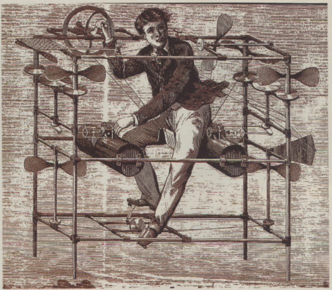
BRIAN NESBITT: Did any of the boys keep pets?

MRS. BITMAP: Ooh no, I wouldn't allow animals in the house. Not after what happened to poor Mrs. Minter. Her son kept bringing home all sorts of nasty smelly creatures. Well I mean, have you ever seen the mess a dromedary makes on the carpet. Filthy beasts.

MR. BITMAP: Of course we relented eventually and bought a Commodore Pet for each of them.

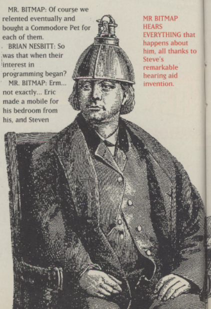
BRIAN NESBITT: So was that when their interest in programming began?

MR. BITMAP: Erm... not exactly... Eric made a mobile for his bedroom from his, and Steven



A YOUNG ERIC EXPERIMENTS with one of his first, unsuccessful, attempts at flight simulation - it wasn't all wasted effort though, this craft became the prototype for the ship in *Xenon II*.

Anna Bitmap consoles a young Belinda.



MR BITMAP HEARS EVERYTHING that happens about him, all thanks to Steve's remarkable hearing aid invention.

Belinda Bitmap - where is she now?

and Michael both cut theirs up to make into accessories for their action men. We're very proud of them though...

BRIAN NESBITT: Was it a difficult time for you when the boys became interested in the 'birds and the bees'?

MR. BITMAP: Erm... no, not really, they are all nature lovers, and they all joined the Young Ornithologists Club. So, no, that wasn't a problem... we didn't have to tell them anything at all... and we're very proud of them for that.

BRIAN NESBITT: Ah... well... what about girls then?

MRS. BITMAP: Ooh no, my boys didn't have anything to do with girls. Filthy beasts. No, no, I wouldn't let them go with girls at their tender age. Well I mean, have you ever seen the mess a dromedary makes on the carpet?

MR. BITMAP: They have been seeing that nice girl recently though. You know, the singer... Betty something or other... The one with the nice...

MRS. BITMAP: Yes, dear. Be quiet now. I don't think these nice gentlemen want to know about that.

ANOTHER OF Eric's 'flights of fancy' heads for ground.

BRIAN NESBITT: Was there anybody who influenced the boys in their childhood?

MRS. BITMAP: Ooh yes, their Uncle Tom was a great influence. He was certain that the boys were destined for great things. I remember him saying: 'One day lads, you'll be Gods. I've seen how resourceful you all are. You've got magic pockets, and great things are going to spring from them by 'eck.' They were ever so fond of their Uncle Tom. He was a bit of a renegade though.

BRIAN NESBITT: So you think it was Uncle Tom that influenced the boys and led them on the road to stardom?

MRS. BITMAP: Ooh... well, perhaps not, no.

BRIAN NESBITT: Do you ever see your boys anymore?

MRS. BITMAP: Well... sort of. Around Christmas time, we usually get a DPaint disk with a picture of the three of them on it, sprawled over some beach or another...

MR. BITMAP: Usually that Betty whatsit...

MRS. BITMAP: No, beach... BEACH. Where's your hearing aid gone?

(At this point Mrs. Bitmap fumbles around inside Mr. Bitmap's, shirt and pulls out a strange looking device with lots of buttons)

BRIAN NESBITT: That's a very unusual hearing aid...

MRS. BITMAP: Ooh well that's because Steve built it you see. It was an amazing sight, he took a few odds and ends from his little tool kit, pushed his glasses further up his nose and disappeared into his room for about an hour. When he came out he was holding this.

BRIAN NESBITT: So how does this hearing aid work?

MRS. BITMAP: Ooh now this is very interesting. This button turns it on and off and this button controls the volume.

BRIAN NESBITT: What about that one?

MRS. BITMAP: Ooh the Nashwan button, that's my favourite. Press that and for the next 10 seconds you can hear everything within 10 miles. It's great for keeping up with all the gossip around here. I mean, did you know that Mrs. Pelling at No. 3D has just had a pool put in?

BRIAN NESBITT: Uh.. no. Anyway, do you ever get down to London to pay the boys a visit?

MRS. BITMAP: Well, we went down there recently...

MR. BITMAP: Never again!

BRIAN NESBITT: You sound rather negative about the whole affair. What happened?

MRS. BITMAP: Well it was like this. When the boys won that award for *Speedball 2*...

MR. BITMAP: That made us proud...

MRS. BITMAP: ...they kindly invited us to go down to the ceremony. Well, we've never been insulted so much in all our lives, never. Have we dear?

MR. BITMAP: Well there was that time at the Vicar's house...

MRS. BITMAP Never! We looked at the programme and there was some presentation to a Virgin! Well I mean, it's not the thing decent respectable people want to know about is it, so we left immediately? In the old days the boys used to come up and see us. That was great. Father would get his Bontempi out and we'd all gather round and hum along to classic game soundtracks.

BRIAN NESBITT: Oh... let's get back to the boys and their earlier days. We heard that the origins of one of their games came from around here. Do you remember what happened?

MRS. BITMAP: Oooh yes, I'll never forget that day...

MR. BITMAP: Neither will the local football team...

MRS. BITMAP: You see one of little Steve's earlier inventions was a small portable satellite telly receiver. One day he was watching some American sport or another when all of a sudden the three of them went into his little room. There was a lot of banging and eventually the boys came out with bits of steel attached all over their bodily functions.

MR. BITMAP: They had spikes coming out of every....

MRS. BITMAP: They picked up a rugby ball, went out of the door with Eric mumbling about an experiment or something and went down to the local football club, the Chipping Wanderers. As they walked in, the team's trainer started giving them strange looks.

MR. BITMAP: Was he ever cleared of those charges?

MRS. BITMAP: Do be quiet. Anyway, without warning, the boys charged into the team on the field. There was blood flying everywhere...

MR. BITMAP: It was a marvellous sight, all them lads enjoying themselves... we were very proud of them...

MRS. BITMAP: The boys eventually walked away from the field shouting 'success' and so on. They went home that night and worked on their computers all night long.

BRIAN NESBITT: And *Speedball* was the result?

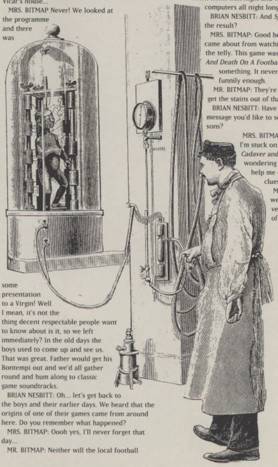
MRS. BITMAP: Good heavens no. That came about from watching Millwall on the telly. This game was called *Blood And Death On A Football Field* or something. It never got released, funnily enough.

MR. BITMAP: They're still trying to get the stains out of that pitch.

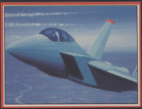
BRIAN NESBITT: Have you any message you'd like to send to your sons?

MRS. BITMAP: Ooh yes.... I'm stuck on level three in *Cadaver* and I was wondering if they could help me out with a few clues...

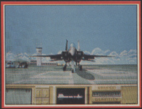
MR. BITMAP: And we're... urmph... very, very proud of you all.



IT'S A LITTLE KNOWN FACT that, in his early days, Mr Bitmap was also a bit of a dabbler with technology. Here he tries his prototype 'slimming' cabinet out on Mike.

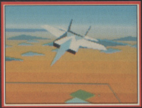


Four levels of difficulty will help you to learn quickly - and optional autopilot landings will allow you to concentrate on airborne action. The controls are simple, effective, and easy to remember. It is a great flight sim for beginners and experts alike.

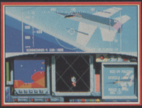


Fly missions in any of six real world arenas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying area of nearly half a million square miles.
Each area contains hundreds of missions and each mission will differ depending on your chosen tactics, even if you fly it twice!

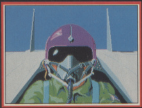
IBM PC & Amiga screen shots



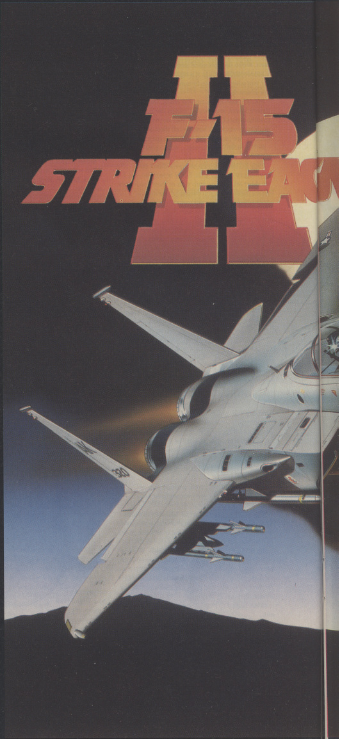
An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used to automatically change the view for you, so that you're always looking right at the centre of the action.



The newest smart weaponry and laser-guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy attack being thrown at you.



Enemy pilots and missile crews act and react intelligently and quickly. Success depends on making the right moves - and making them fast. F15 Strike Eagle II puts you in the hottest seat of them all - Take a look for yourself.



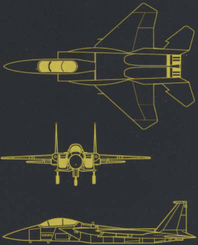
F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and gr

AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TV/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.



MICROPROSE™
SIMULATION • SOFTWARE

greatest from MicroProse will soon be available for Commodore Amiga and Atari ST.

WORK IN PROGRESS

Gordon Houghton may have a fair way to go before he can join the golfing elite, but for now he can make do with placing his tee on the latest three-dimensional course

PROJECT
3D Golf (Working Title)

PUBLISHER
MicroProse

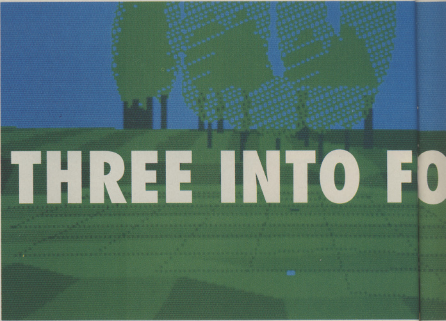
AUTHOR
The Thought Train:
Lee Hodgson
(Presentation, AI)
Mark Davies
(3D Graphics)

INITIATED
May 1990

RELEASE
Summer 1991

> **"We're trying to simulate the essential things such as reading the golf course correctly and positioning the ball, rather than the way you grip the club."**
>
> Tim Roberts, Project Manager

THREE INTO FO



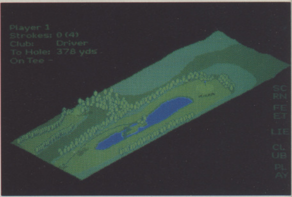
YOU MAY NOT HAVE Faldo's swing, erm... Faldo's temperament and, let's see, the strength of, um... Faldo! But none of these is really necessary if you're to become the all-round golfer - at least that's the claim made by the people who are putting (geddit?) *3D Golf* together. Doesn't all this sound a little familiar though?

Tim Roberts, 3D Golf's project manager, doesn't think so - he reckons that MicroProse has a novel approach to simulating the pursuit of gentlemen: "What's unique about this game is that you experience a real landscape. What you get in virtually every other game are sprites and solid green going off into the distance. The 'true' 3D system in 3D Golf means that you get a feel for the contours of the land."

Using polygons and vectors to construct a course may be new(ish - after all, Gremlin's *Greg Norman's Ultimate Golf* and Access' imminent *Links* both use the same perspective), but more traditional methods arguably have one advantage: they look more natural. Nonetheless, what this one loses in graphical terms it gains in flexibility and realism: you can actually see the raised greens ahead of you and watch the ball bounce off a mound or roll convincingly down a slope.

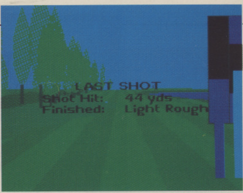
Probably the most striking feature of this system is its camera view, which allows you to track the ball in flight - just like

NO GOLF GAME WOULD BE COMPLETE without the option to practice your driving and putting. *3D Golf's* driving range not only allows you to spray the ball everywhere, but also gives you something to aim at - in this case a couple of holes. Getting the ball to land happily on the raised greens is particularly difficult: a high shot has to be spot on, while a low stroke needs exactly the right amount of pace.



Player 1
Strokes: 0 (4)
Club: Driver
To Hole: 378 yds
On Tee

BEFORE EVERY STROKE you'll be able to examine a scaled-down landscape map of the hole. This gives an isometric view which can be rotated and viewed from four different vantage points, allowing you to carefully plan your shots. The red arc shows the ball's current direction, but you can change the aim simply by clicking the mouse button on the spot where you want it to land.



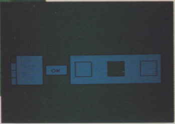
LAST SHOT
Shot Hit: 44 yds
Finished: Light Rough

PLAYING A SHOT couldn't be simpler: one mouse-click sets the strength, while a second determines the height. The latter feature is unique to *3D Golf* and allows you to apply top or backspin: so, whether you need to hit the ball low out of the trees or you want it to land right next to the pin, height adjustment is the key. The strength bars shown here are only functional: the finished version will be semi-circular.

DESIGNER OF COURSE

THE GAME IS BEING DEVELOPED using *DevPac*, but the programmers have also created their own course editor. This is described as "an unwieldy creature", but if things go well, it could prove to be the next release after *3D Golf*. Tim Roberts explains: "It's quite complex at the moment, and we'd have to rework the front end completely, but if we refined it, we could release it later on and allow people to create their own courses. It would be quite a substantial product in its own right." If this plan comes to pass, it's likely that a further six course designs will be included. After that, data disks are a possibility, "but we'll have to wait and see." Each course does use the maximum amount of colours possible, but as Roberts points out, "given the landscape we're looking at, a fair number of them are shades of green." Meanwhile the 3D scrolling speed is well up to scratch, mainly because the program cuts out peripheral details when the camera rolls into action: it's currently running at 6-7 frames per second.

FORE DOES GO!

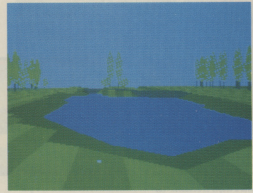


DESPITE THE EMPHASIS on accessibility, there are plenty of parameters for simulation fans to fiddle about with, including the position of your feet and the height of the tee. A more standard option is choice of clubs: there's a default selection for each shot, but at any time you can take your pick from five woods, nine irons, a pitching wedge, a sand wedge, and a putter. As you can see, Lee's skills have yet to be applied to the presentation screens.

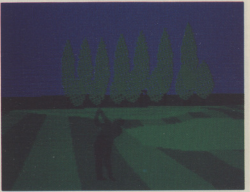
on the telly! The finished product should extend this concept even further: "We're hoping to have selectable camera usage during the game," Roberts explains. "At the moment you can replay and save shots from a standard viewpoint, but we're trying to create a customised system which allows you to position cameras along the course and view your shot again and again from a variety of angles. This shouldn't be impossible, as cameras come fairly cheap once you've built your 3D world."

The game will be released on the MicroStyle label and, as with its stablemates such as *RVF Honda*, *Stunt Car Racer* and *Air Duel*, it's intended to combine 'fun' arcade action with the accuracy of simulation. Roberts elaborates: "We're trying to approach it from two sides: simulation and gameplay. From the simulation point of view it has to look and feel as though you're actually on a golf course. For instance, when the camera follows the ball you can see the landscape beneath you and understand how the course is made up.

"From a gameplay point of view, you obviously can't simulate too much, because there are so many things you can do wrong in a real game of golf - it all depends on your position and stance. We're trying to simulate the essential things such as ☞



ANOTHER UNIQUE FEATURE is the television-style 'camera tracking' system, which initially follows the ball in flight, then switches to an imaginary fan's viewpoint at the side of the fairway to trace your shot along the final few yards. The frame rate is maintained by simplifying the graphical detail - once the scrolling stops, full detail is reinstated. It's a technique already used in some 3D flight games, and it succeeds because you end up watching the ball rather than the background.



ONCE YOU'RE READY TO TEE OFF, you're given the standard view of the course from behind the golfer. At the moment he's just a silhouette designed to test the number of animation frames required - in the finished game this will be replaced by a full-colour re-touched sprite. You can make any last-minute fine-tuning to your aim here, and because the 3D is vector-based this doesn't involve lengthy screen redrawing - now *that* should be a bonus!

reading the golf course correctly and positioning the ball, rather than the way you grip the club. Even so, there are plenty of those kind of parameters thrown in, such as the ability to position your feet and, of course, club selection."

Naturally, you'll also be able to apply spin: this will largely depend on the position of your feet and selecting the right club, but the height of the shot is also important: "I haven't seen many other games where you can actually control the end result - the program usually does it automatically for you according to the club you select and how hard you hit the ball. In real life you can control these factors to some extent by judging the height and looking at where the ball is going to land. If you watch golf on TV, you quite often see players aiming for high ground behind a pin and letting the ball roll back towards the hole."

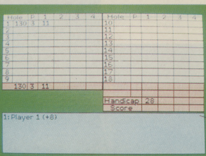
Up to four people can play at once or, alternatively, there's a choice of 10 'ranked' computer opponents - each with his or her own playing style and performance characteristics. There will also be a variety of different game types: 'fourballs', 'singles', 'threesomes' and 'bestballs' should all be included. If you still want more, then the four difficulty levels should keep you smiling (as they make you anything from the kind of novice who hooks everything, to the professional who gauges the wind with an outstretched finger, selects the right clubs and finishes with a round of 61 every time).

The finished program will include six courses, two of which will be imaginary, but four will be based on existing courses in Britain and Europe (which goes against the usual trend of setting golf games on the other side of the Atlantic). Roberts explains why: "I think every golf game that's ever been released has got Torrey Pines on it - we thought we'd do some of the European ones for a change." However, because data disks could be in the pipeline (see box), there is nothing to prevent MicroProse releasing an American tour at a later date. For now, Tim has written to several clubs throughout the country for permission to use their designs, but no firm promises have been made as yet.

The programmers behind this epic journey to the 19th hole are Lee Hodgson and Mark Davies, collectively known as The Thought Train. Lee is responsible for all the front end graphics and is currently tackling the artificial intelligence for the computer opponents, Mark's field of expertise, on the other hand, is the 3D graphics routines. Although Roberts admits to never having picked up a golf club before he started this project, both Hodgson and Davies are keen golfers.

This is their first major project, as Roberts explains: "They're fairly fresh out of college - they've done little bits here and there, but nothing substantial." The duo's future plans lie squarely in the games domain, but they want their next project to be a little less serious. This time next year we could be keeping our eyes peeled for the last word in shoot 'em ups from The Thought Train...

YOUR HANDICAP IS UPDATED after each round - with the results then accessible on your personal statistics screen. The bar chart allows you to see instantly which hole on each course is your worst, so that you can practice it to perfection. Tim Roberts elaborates: "Your ultimate aim is to achieve Professional status and defeat all of the ranking computer opponents - after that, the only limit is how far below par you can get. The whole thing's a learning process - people should always be able to come back to it and still have things to do."

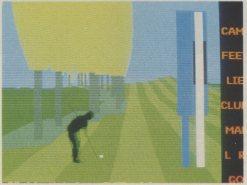


Hole		P	1	2	3	4
1	130	3	11			
2						
3						
4						
5						
6						
7						
8						
9						
	130	3	11			

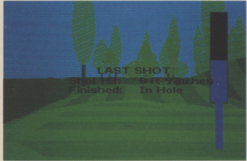
Hole	P	1	2	3	4
10					
11					
12					
13					
14					
15					
16					
17					
18					
Handicap	28				
Score					

1: Player 1 (+8)

AFTER EACH HOLE, a comprehensive score card reveals the state of play and details your achievements, not only in isolation, but also in comparison to all of the other players currently competing. Your computer opposition is roughly divided into two distinct groups: they're either run-of-the-mill players or members of the elite - the Top 10. No famous names have been licensed to fill these categories so far - and none are likely to be either!

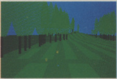


AT THE MOMENT, holes are loaded in two at a time, cutting down on loading time and making disk-swapping negligible. The final disk count should be three: one for the program, one for the courses, and (probably) a supplied data disk. This data disk will be capable of storing 12 player profiles (in effect, a dozen courses per player), 12 games in progress and 12 shots - so, at last, you can prove that you really did get that hole in one. If you want additional storage space, the program has a facility for creating data disks of your own.

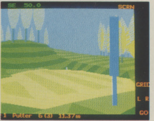


LAST SHOT
Shot Hit: 6ft 9inches
Finished: In Hole

ONCE YOU'VE MADE IT TO THE GREEN, an unusual strength meter allows you to gauge the power of the shot. Straight putts on a flat surface only require the bar to be half-filled, so a downhill putt needs the lightest of touches and an uphill one needs that extra 'oomph'.



THE COURSES WILL VARY in difficulty: some will have clumps of old oak trees and dog-legs, while others will feature lakes and other hazards - the easiest will just be wide open fairways with a couple of bunkers. "The aim is to avoid having six similar designs, because people will just go back to their favourite one time and again. This way you'll be able to start off with the easy courses and work up to the near-impossible ones."



AN ACCURATE WIND FACTOR is essential to the realism of a golf simulation - just look at those trees quiver. All right - you've guessed it - they're not moving at all! But they will: the code is already lurking in the program, but no icon has yet been designed to indicate strength and direction.

No PC Graphics Here.

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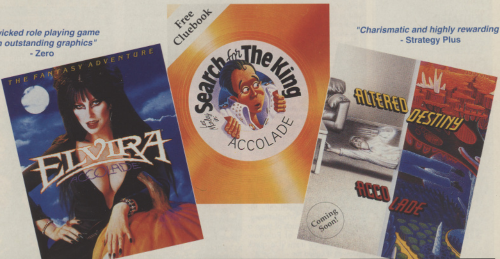
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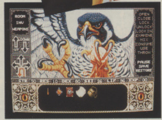
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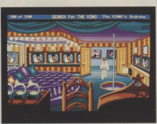
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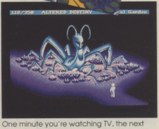
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Do games really need beefy heroes with access to more military hardware than Stormin' Norman? Laurence Scotford thinks not, as he investigates Storm's latest coin-op conversion...

SISTERS ARE DOI

PROJECT
Rod-Land

PUBLISHER
Storm

AUTHORS
Random Access:
Ronald Pieket Weeserik (Programming)
John Croudy (Additional Programming)
Ned Langman (Graphics)

INITIATED
March 1991

RELEASE
September 1991

> **"We are writing the 16-Bit versions the way the arcade version should have been written."**
>
> **Ronald Pieket Weeserik, programmer**

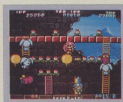
IT'S A REVOLUTION! Well, that is, if a revolution can be all fluffy, cute and nice, then this probably qualifies.

What we are dealing with here is an arcade game which features female characters that aren't clad in studded leather bikinis and brandishing phallic swords. Instead, *Rod-Land*'s heroines are cute little fairies clad in pretty (and modest) dresses and armed with wands (okay, so the wands are a bit suspect, but you can't have everything).

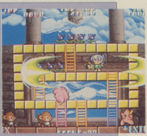
The fairies in question, Tam and Rit, are a sort of female equivalent of *Bubble Bobble*'s heroes, Bub and Bob (who, of course, later made a reappearance in *Rainbow Islands*). The story which jollies Jaleco's coin-op along is that Tam and Rit's mum has been kidnapped and locked up at the top of the Maboot's tower. Understandably, neither of the girls is happy with this situation, so they pack up their troubles and set off to the rescue.

To help them in their quest, the village elders have given the girls the Rods of Sheesanamo: special wands designed specifically for monster-bashing. What's more, daddy has made each of them a present of a pair of Rainbow Shoes - handy items if a quick getaway is called for.

This more-or-less standard scenario sets the scene for a colourful platform romp where our two long-haired heroines are beset by a variety of creatures from the land of cute. These range from bunnies with horns to the bizarre Polymorf monster (nicknamed The Sleeping Bag Monster by project manager Dan Marchant, because it resembles that very item - with teeth). All in all, this promises to be one of the most delightful and playable coin-op conversions of 1991.



TO BEGIN AT THE BEGINNING... **here's the coin-op. Yes, yes, we know the sprites look extra-specially cute and the bunnies don't look at all deadly, but just wait until you get within snapping distance! Notice the balloons, one of two very useful forms of transport (the other being the Teleport doors).**



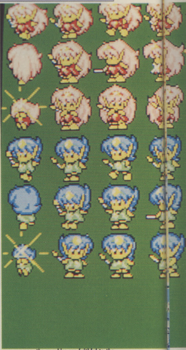
HERE IT IS AGAIN, nicely demonstrating how the weapons can put a halt to any monkey business. These destructive bolts are produced by setting of the dynamite.

The conversion is being handled by Random Access, one of the most competent teams in the business, with titles such as *Silkworm* and *The Ninja Warriors* already under its collective belt. And according to Dutch programmer Ronald Pieket Weeserik, this conversion has been plain sailing compared to those previous games. "It's nice to do a game that the computer is capable of emulating," he comments. "Everything in the coin-op can be included and the finished game will run at the correct frame rate."

PLATFORM PROBLEMS

In fact, Random Access is not merely reproducing a near-perfect conversion of Jaleco's machine, it's actually hoping to improve on it. "If you play the coin-op you'll notice lots of bugs," Weeserik points out, "such as enemies getting stuck at the top of ladders, the ability to slam enemies down on thin air, and not being able to zap things from ladders! These have all been corrected. We are writing the 16-bit versions the way the arcade version should have been written."

The slamming-down-onto-thin-air bug occurs when either Tam or Rit catches a monster at the end of a platform. It's then possible to swing the monster over the edge of the platform and slam it down onto thin air - try this in Storm's version and the monster will simply go hurtling down to the next platform and land with a thump.



you can see, the graphics are faithful to the original - and the whole thing is just as sickeningly cute. Note how Tam and Rit turn into little fairies when they die.

As well as the corrected bugs, eagle-eyed players will notice the inclusion of some additional screens - so even if you can play through to the end of the coin-op you should find this version more of a challenge.

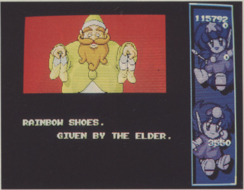
MORE THAN MEETS THE EYE

SOMETHING THAT YOU WON'T FIND in the coin-op are hidden features and bonuses - because, unlike most modern arcade machines, Jaleco's baby is completely devoid of them. Once again, this is a deficiency that the boys at Random Access are anxious to rectify. These extras will probably only be revealed by use of special mode activation codes - and those of you who've really got into *The Ninja Warriors* will know just how bizarre Random Access' cheat modes can be.

NG IT FOR THEMSELVES

SOUND

WHILE THE TREND in modern coin-ops is to sample sound effects (presumably to benefit from the more realistic quality), Jaleco has synthesised all the effects in *Rod-Land*. Weeserik is going to attempt to copy the results as closely as he can. In the spirit of general improvement however, he feels that several of the less suitable sounds might get replaced by something a little more palatable.

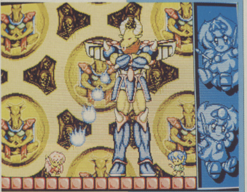


RAINBOW SHOES.
GIVEN BY THE ELDER.

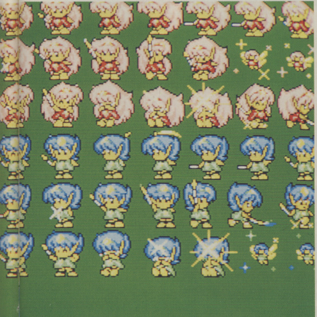
THE BOOTS ARE USED to create a portable ladder just where you need it. This can also be used by enemies though, as it stays in place until you move it again.

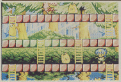
GRAPHICS

GRAPHIC ARTIST NED LANGMAN has managed to get all of the original graphics into this conversion, but it hasn't been easy. The sprites were simple enough, but the backgrounds presented some problems. Jaleco had supplied a disk with the backgrounds stored as 16 x 16 pixel squares, jumbled up and in the wrong colours. Since there were about 500 of them in total, making sense of it all caused a real headache. However, one surprise extra that Ned did find on Jaleco's disks was a set of animations that hadn't been included in the final version of the coin-op. There was an extra animation for each of the enemy sprites, showing, for example, the chick pulling a worm out of the ground or the rabbit eating a carrot. Rather than just use these willy-nilly, the team decided that they would be used to indicate when the monsters were about to change from their normal patrol mode to their attack mode. Remember - you have been warned!

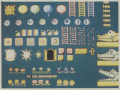


This nasty-looking fellow is just one of the end-of-level monsters you can expect to encounter in the finished version.

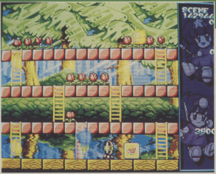




THE POLYMORF (OR SLEEPING BAG MONster) is a disgusting creature that slimes its way up to an unsuspecting fairy and then rolls its tongue out (yuk!).



SOME OF THE OTHER SPRITES, ranging from the bonuses left when enemies are destroyed with weapons to the cute croc' - what's he for? You'll just have to wait and see.



THIS IS THE EASIEST WAY TO BUMP OFF ENEMIES. Just grab them with your magic rod and bounce them back and forth until they turn into a weapon. This weapon can be left in place until it's needed and then activated to destroy further enemies and turn them into bonuses.

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So how can this great prize be yours? Simple - just solve our Californian teaser and send your answers on a postcard (or the back of a sealed envelope) to:

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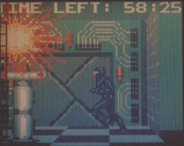
Entries should arrive no later than Monday June 10th 1991 - and don't forget to include your full name and address.

THE SMALL PRINT

The editor's decision is final and no correspondence will be entered into. Employees of EMAP Images, Atari and Epyx may not enter. The winner's name will be published in a forthcoming issue of *The One*.

RIDE THAT PIPE! Epyx' *California Games* in full flight on the Lynx.



INVADE THE STEEL COMPLEX to rescue the president's kidnapped daughter in *ElectroCop*, just one of the 16 titles currently available.

CALIFORNIA TEASIN'

California, the surfing capital of the U.S.A., has been celebrated in song by countless groups, including The Eagles, The Beach Boys and The Mamas and Papas. To be in with a chance of walking away with your very own Atari Lynx, all you have to do is match the three songs mentioned below to those three groups (simple eh? But if you do have any problems, try asking your dad!).

a) California Dreamin'
b) California Girls
c) Hotel California

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Ciarán Brennan heads for Gremlin to see its new fantasy-based shoot 'em up take wing.

MY WINGDO

PROJECT
Pegasus

PUBLISHER
Gremlin

AUTHOR
Optimus Software
Neil Hill
(Coding)
Adrian Ludley
(Graphics)
Jason Falcus
(Project Management)
Mike Muskett
(Presentation Graphics)

INITIATED
October 1990

RELEASE
August

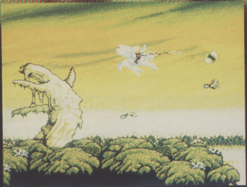
OPTIMUS MAY NOT be a household word in the world of games development in quite the same way as Bullfrog or Graftgold, but that doesn't mean that you haven't played some of the team's previous wares. Its previous output consisted of work for both Code Masters and Players and takes in such notables as *S.A.S. Combat Simulator*, *Powerboat Simulator* and *Saigon Combat Unit* .

Now however, Optimus has left budget games behind and is concentrating on this 50-level shoot 'em up which features the winged horse of Greek mythology as its major sprite and a dark tale of Satan and his followers to spur the player into action: apparently, old Nick has stolen the souls of four 'incarnations' (death, time, fate and war) and trapped them in gems. Your task is, as ever, to leap onto your horse and go after him - only this time your horse can double as a flying machine.

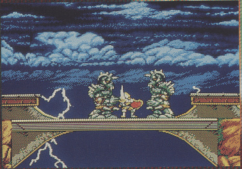
Although there are 50 levels, *Pegasus* splits neatly into five sections (unsurprisingly, comprising 10 levels apiece), with each featuring a distinctive graphics set. The gameplay is broken down further by the alternate appearance of flying (shoot 'em up) and walking (beat 'em up) action in each level.

But this isn't how it all started out. Optimus' original plans were for a similar game, but with only five or six levels - each of which could scroll both ways. However, this plan had to be dropped, as programmer Neil Hill explains: "We weren't happy with the way that the game was playing when we tried that - it was hard to predict what the player was going to be able to do with the screen going both ways, so you tended to lose some of the gameplay."

However, a number of elements have remained throughout the game's development, despite the numerous changes - the most obvious of which is the winged horse sprite: project manager Jason Falcus takes up the story: "We were trying to get away from the usual space-based stuff that's in every other shoot 'em up and we knew that we could do something really special with a fantasy scenario. So we put



WHAT'S THE POINT of having wings if you can't use them? Each shoot 'em up section sees you astride your mount, taking out the oncoming hordes of Satan while avoiding contact with the deadly background features.

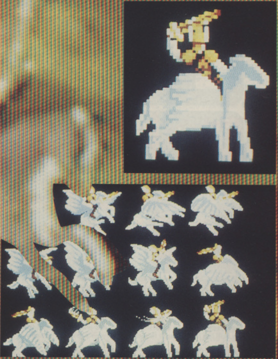


DESPITE OUR HERO having his feet firmly on the ground, the beat 'em up sections use almost as much of the screen as their flying counterparts (mostly through the use of platforms and the like). These sections also feature some tough intermediate enemies including these animated statues who step from their pedestals to take you out. Note the lightning flashing in the background, an effect which features throughout.

TECHNOPORN

ORIGINALLY DEVELOPED on an IBM-compatible 286 running *PDS 2*, *Pegasus* runs at up to 50 frames per second throughout (with usually between 15 and 20 sprites active on screen at any one time and up to 26 on some occasions). The graphics have been rendered on a number of machines, using a variety of paint packages including *DPaint* and *OCP Art Studio*. There's no sound to speak of as yet - and as Optimus doesn't have its own sound maestro, this area will probably be overseen by a member of Gremlin's in-house team.

OM FOR A HORSE



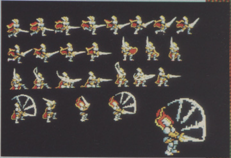
FROM MOVIE STAR TO ANIMATED SPRITE, *Clash Of The Titans'* winged horse in original form (main picture) and as a series of sprite frames (above). Graphic artist, Adrian Ludley explains the process involved: "We got a copy of the film on video, genlocked it, drew the outline of the horse then shrank it down to the right size and went through it frame by frame adding the detail and touching it up." The original result of this labour was a series of 22 frames of elaborate equine movement, however this was eventually halved, as there was no room left for the other complex animation sequences such as the death and regeneration scenes.

the two together and it all seemed to work out."

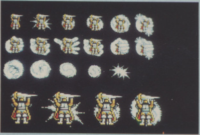
You would think that, with conviction like that, the winged horse came about as a deliberate matter of policy, but in fact it was completely accidental. Graphic Artist Adrian Ludley explains: "We got the inspiration from watching *Clash Of The Titans* which just happened to be on TV around the time that we were originally coming up with ideas."

The boys immediately saw the potential for the flying nag to fit into the game which was still stuck firmly on their drawing board and - as all the best stories go - they've hardly looked back since. Now, as Pegasus nears completion, we can only hope that they aren't spending their time watching Carry On movies, otherwise who knows what their next effort could turn out to be?

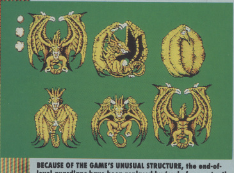
THE MEN FROM OPTIMUS (well, three of them at least). Left to right: Adrian Ludley (who has now left the company - and the country - to join Punk Developments in San Francisco), Neil Hill and Jason Falcus.



HE MAY NOT BE DIGITISED from *LA Law*'s Harry Hamlin or some other hunky TV hero, but this actually means that the boys from Optima have to put even more work into moving the main character when he's not astride his mythological horse. This character is still unnamed, although Perseus, the current front-runner, looks like lasting the distance (apparently there's no mythological reason for this choice, it's just that Perseus and Pegasus go well together).



THE WAY THE STORY GOES, your on-screen persona is being protected in his quest by a powerful wizard. So, when it looks as though you're about to pop your clogs, your guardian simply picks you up, revitalises you and pops you back down into the thick of things, as demonstrated by these sprites. Your benefactor may be powerful, but he's not God, so this process can only be repeated three times (what do you want, immortality?).



BECAUSE OF THE GAME'S UNUSUAL STRUCTURE, the end-of-level guardians have been replaced by 'end of every tenth level' guardians, including this elaborate dragon.

TV or not TV? Kati Hamza ponders the question

PROJECT
Mad TV

PUBLISHER
Rainbow Arts

AUTHOR
Stefan Hoffmann
(Code)
Thomas Andrae
(Graphics)
Heiko Schroeder
(Development System)
Christian Kramer
(Coding)
Ralph Stock
(Project Manager)
Chris Huelsbeck
(Sound)

INITIATED
June 1990

RELEASE
June

SQUARE EYES

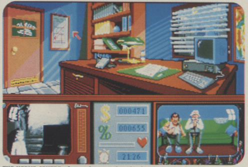
ON THOSE COLD, BORING EVENINGS after work, project manager Ralph Stock likes nothing better than to get out a couple of packets of ready-salted crisps, grab a can of Loewenbrau and flick on the TV. As fate would have it, it was on one of these heady nights that inspiration struck: "I was watching a very bad commercial channel and wondered what sort of people could run that kind of TV station - that's how the idea for *Mad TV* was born."

It didn't take long for the embryo idea to develop into a live and kicking game-plan. Appropriately, the storyline is so realistic that you could surreptitiously swap it with an episode of *Neighbours* and nobody would notice.

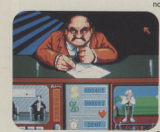
At the hub of the action are the madcap exploits of one love-lorn individual, Archie, as he attempts to ingratiate himself with the love of his life, Betty Botterblom, a devastatingly beautiful television announcer. By a stroke of astounding coincidence, Archie just happens to bear more than a passing resemblance to Manfred L. Feinbein, Mad TV's new programme director - so naturally, besotted by dreams of Betty's pectorals, Archie adopts Feinbein's name, his office and his job.

The upshot of these emotional gymnastics is that you (impersonating Archie impersonating Feinbein, so to speak) are entrusted with the difficult task of making Mad TV's ratings soar. That means planning the programmes, revamping the news and producing those dead cert money-spinners that'll rake in the viewers before your two computer-automated rivals do.

Chief programmer Stefan Hoffmann, whose previous games include several German adventure titles, defines it as: "An absolutely new kind of business simulation," but insists that business isn't just another word for boring. "It's true, there are



THE NERVE CENTRE of your international telecommunications empire is the office. Here you can call up the day's schedule, information on crucial advertising spots, and the financial transactions of the last few days. This is also the place where a little careful wheeling and dealing, some judicious buying and selling of transmitters and a bit of business acumen hold you in good stead. The key to success is to create a healthy relationship between advertising income and production expenditure - the skill lies in keeping it that way when your opponents get ugly.

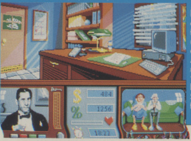


EACH WORKING DAY begins with a trip to the boss' office. If your schedule so far is a disaster, you'll probably get sacked - if you're doing well, the man just growls a bit to keep you on your toes.

DRAWING AN AUDIENCE

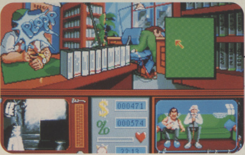
IN YOUR BOG-STANDARD BUSINESS SIM, a joke fits in like it would at a funeral. *Mad TV*, claims Stefan Hoffmann will be radically different. Why? Because: "It's got a sense of humour." The appearance of Betty Botterblom, a suitably zany soundtrack and more tacky jokes than an episode of *Birds Of A Feather*, are designed to endow the action with the maximum 'wacky factor'.

The consensus is that the key to the whole shebang is the cartoon-style of the graphics - and to this end Rainbow Arts has deliberately opted to use professional cartoonist Thomas Andrae, rather than a dedicated computer graphics expert.



IN CONTRAST with Andrae's more mainstream work, planning the graphics for *Mad TV* is a compromise between cartoonist's licence and game necessity. An office like this has to look good, but he also needs to leave room for various visual tables and displays. Obviously it's no good creating an office which is aesthetically pleasing, but in which all the essential items - computer screen, drawers and so on - aren't easily accessible to the mouse.

Andrae's work normally involves producing the line-drawings for a popular German elephant cartoon and (his favourite) creating storyboards for a selection of advertising companies. His relatively limited computer experience was acquired more or less by accident: "I bought an Amiga about three years ago, saw an advert in a magazine and got tempted into doing a few bits o 'piecework' for a small software company." As luck would have it, his contact there was Ralph Stock, and when Ralph moved to Rainbow Arts, freelance Andrae followed.



EVEN WHEN YOU'VE GOT CARTLOADS OF CASH available, you can't always buy the top quality programmes you want. When a trip to the archive to search through your back-catalogue proves fruitless, it may be time to start creating your own shows. The studio is the place to do it - providing you've got enough space. If floor allocation gets too tight, you may have to kick out one of the building's other tenants - the laundry, for instance.

dozens of boring business games, but most of those just have the players taking turns. Mad TV is interactive; the computer rivals play at the same time as the human player does. You can actually see them all walking around the skyscraper's floors and getting on with their individual jobs."

Inevitably, perfecting this kind of intelligent automation takes time. By far the most complex aspect of the programming process to date has been creating Archie's simulated opponents, which has taken Christian Kramer several months' hard slog: "The trick," he confides, "is to make them so smart that you get the impression you're playing against a human being."

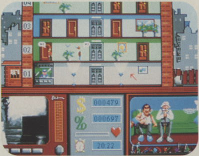
These digital villains have got to be at least as devious as you - and reasonably fallible: make them too clever and playing won't be any fun, too stupid and winning just gets boring. Fortunately he had the Rainbow Arts' in-house development engine to help him: "It's our own system, based on *Turbo C++* combined with special graphics, sound and code libraries."

A large chunk of this technology has been directed at perfecting cartoon graphics and a simulated sense of humour, but according to Stefan these aren't the two primary development objectives: "What we're aiming for is playability. It doesn't matter how good the presentation is, in the end long-term motivation is what really counts. You've got to have good graphics, but the most important factor is that the player actually feels there's a real world behind the game."

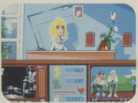
This then, is why he's tried to squeeze as many different features as possible into Archie's quest for the perfect TV company. It's also one reason why all the game's different sections have been squeezed into rooms in an interactive apartment building. If all the different areas were simply accessed from a static main game screen (as happened in a previous Rainbow Arts' strategy product, *Oil Imperium*, for example), you wouldn't get the same feeling of being a part of a genuine TV station's world.

Inevitably, all of this dedication to serious realism hasn't been made without the odd personal sacrifice. For Stefan, along with the rest of the Mad TV team, night-time in the commune where he lives is now dedicated to hours of research: "We've all been watching cable for nights on end."

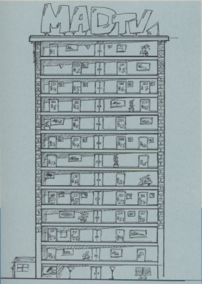
There's just one snag though... he hates TV.



THE *MAD TV* BUILDING isn't just a lump of sophisticated architecture - it's where Betty Botterblom, apple of your eye and love of your life, spends every single day. Doors lead off into - among other places - studios, the film agency, the news office and the supermarket (handy for purchasing production props and the odd present for the love of your life). While negotiating this warren of corridors, lifts and friendly artistes, the on-screen statistics keep you constantly up-to-date with the viewing figures, how much cash you've got and Betty's feelings for you. The two TV screens show you what's on (left) and the kind of audience that's watching (right). Be warned though, non-family entertainment generally gets lower viewing figures.

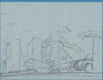


YOU KNOW YOU'VE MADE IT when your portrait hits the top of Botterblom's wall. But watch out! If one of your rivals starts spending more money on Betty's presents, you'll start to get that sinking feeling. Crucial moments like these will be highlighted by an appropriately silly soundtrack developed by Chris Huelsbeck (*Turrican* and *Turrican II*) using in-house sound utilities.

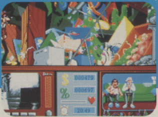


MOST OF *MAD TV*'S GRAPHICS start out looking something like this. Andrae scribbles whatever comes into his head straight down on paper, then refines his original ideas on screen...

Although Mad TV is his first large-scale computer project Andrae's known exactly what kind of effect he's wanted to create ever since starting work on the main characters in September: "I was determined to produce something that was comic and funny. If you look at other games of this sort, such as *Oil Imperium*, the graphics aren't exactly what you'd call amusing. I want you to be able to play a game of Mad TV and smile. That's how you end up getting genuinely involved."



Though Andrae likes computer games (*Populous* and *Lemmings* are current favourites), he doesn't exactly wax lyrical on the potential of using a computer to create graphics. "Everything's a lot faster by hand; when I'm at my desk I've got everything I need." He prefers to draw everything freehand, doesn't make use of most of the computer's facilities and generally has a preference for good old-fashioned materials. "For me there's no real difference in technique - I just draw with the mouse rather than with a pencil and that's it."

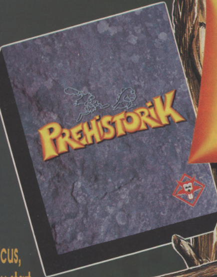


THE FINISHED VERSIONS may look relatively similar - or totally different. It all depends on exactly how inspiration strikes.

...IN THE

PRE

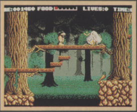
THE RAIDER OF THE LOST NOSH!



Beat and Eat your way through 150 scenes of thoroughly nourishing fun and relive the "Prehistorik" epic in this hysterical platform game.

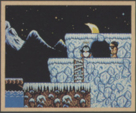
Armed with Diner Club Anticus, the King of the Frazzlers, you start the pursuit of the hysterical Maxidocus and engage in battle against armies of hairy spiders... just watch it... their sense of humour is very venomous!

AMIGA
ST
PC
CPC



Go and explore the virgin icefields of Antarctica, the lush jungles of the Tropics and the dark and mysterious caverns of the Shady Continent! Find Rhino-Dendron, King Kongorous XII, Chimp-Agogo, Boa-Dee-Sauce, Pyro-Tax and many other chops...

Don't worry about smashing and bashing, it's all for the good of T-Bone tribe!!!



The hunt for lunch is on!
Open season for Bronco Burgers!

Available from all the better software caverns, approved by the Association for the Protection of Animal Skin Joysticks!!

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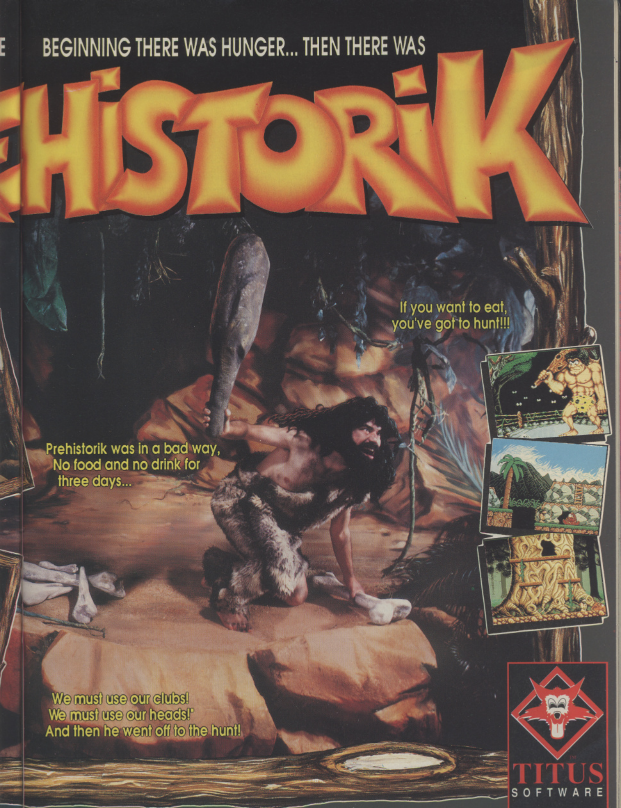
UNIT STA

E BEGINNING THERE WAS HUNGER... THEN THERE WAS



If you want to eat, you've got to hunt!!!

Prehistorik was in a bad way, No food and no drink for three days...

We must use our clubs! We must use our heads!" And then he went off to the hunt!

NIT 4 STANNETTS. LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS15 6DJ - Phone: (0268) 541126

SubLogic has long been hailed as King by lovers of 'serious' flight simulation, but its crown may be in danger - as Thalion points out to Kati Hamza.

PLANE A

PROJECT
Airbus A320

PUBLISHER
Thalion

AUTHOR
Rainer Bopf
(Concept, Coding)
Christian Jungen
(Coding)
Thorsten Mutschall
(Graphics)
Willi Carmincke
(Project Manager)

INITIATED
June 1989

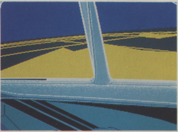
RELEASE
August 1991

> **"Basically we're saying: 'OK, you've coped with the single-engine machine in Flight Simulator, now try something bigger.'**
>
> **Willi Carmincke, Project Manager**

TWO YEARS AGO at a German computer show Thalion's Willi Carmincke was approached by a middle-aged man clutching a disk. "He asked if I was interested in flight sims and when I said I was, he offered to show me his." What Willi saw astonished him: "Usually when you're button-holed by someone at a show they just tell you all about the marvellous game they're about to start programming, but it's once in a blue moon that you actually find someone who's practically completed one.

"This man had obviously just spent a couple of years quietly programming in his room and he'd come up with something totally exceptional. I'd never come across anything like it and I don't think I ever will again." The genius in question was Luftwaffe professional Oberst Rainer Bopf, his game: a simulation of the Airbus A320. As a result of their meeting, Bopf and Carmincke struck a deal.

Rainer Bopf is an active Luftwaffe pilot who learnt to program back in 1965 (in those days they were still working with punch-cards), when his professional involvement with military radar systems sent him to America. Over the years he's clocked up over 2,000 flying hours in a huge variety of planes and in Germany his rank, Oberst, is just one rung below general. His personal experiences are all based on actual journeys in real planes, so it's not surprising that his primary criterion for a good simulator is realism.



WHATEVER ELSE IT MAY BE, a pilot's life is never dull. While most sensible people are at home and tucked up in bed, you're coping with the harshness of the elements and a forbidding night sky. It's tough owning a flight sim!

Airbus A320 aims to be a technically accurate flight simulation written by a pilot to a standard that pilots will enjoy - anyone who's expecting a *Falcon*-style extravaganza that's simple to pick up, pretty to look at and easy to put down is in for a disappointment.

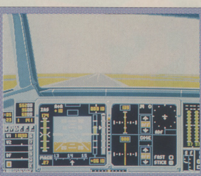
In fact, Bopf, who has made a hobby out of simulations, has flown Falcon as well as various MicroProse games - but for him, the flight dynamics just don't feel right. "All I'm doing is sitting in front of some screen while the on-board computers do the flying - and I always get disappointed by the navigation, what the plane looks like or the fact that it hasn't even got flaps to land with." Airbus is aimed at a more specialised audience - the kind of people who share Bopf's enthusiasm for the original of the breed, SubLogic's classic *Flight Simulator*.

Carmincke elaborates: "Basically we're saying: 'OK, you've coped with the single-engine machine in Flight Simulator, now try something bigger.' In one way, anyone who's familiar with SubLogic should find it easier because the games have similar navigation systems. What's new about it is the Airbus flight experience itself."

Right from the start, Bopf's objective was to create a 'civilian' sim. He picked the Airbus because, as a piece of engineering, it's always had a special fascination for him. "It's such an innovative machine," enthuses Carmincke. "As it's totally computerised, the pilot is really more of a software manager."

This might lead you to believe that Thalion's simulation actually lets you fly by wire - not so! What really intrigues Oberst Bopf is what happens when you turn the computers off. All the controls in his Airbus are operated manually - the only real exception is the auto-pilot for the Instrument Landing System (ILS) and if you want to get good assessment marks, you even have to switch that off!

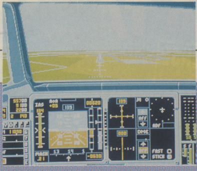
The finished product will feature Bopf's original flight dynamics combined with a few new Thalion touches. A career writing routines for radar hasn't given Bopf the most thorough grounding in vector graphics, so that's where Christian Jungen, Swiss programmer and polygon expert, has stepped in. Jungen is



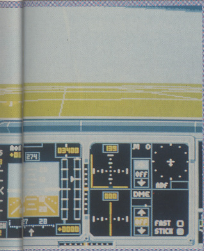
THE COCKPIT. It doesn't take long to comprehend the purpose of the controls (both joystick and keyboard options are available), but learning to master them takes hundreds of dedicated flying hours. On every journey the appropriate data has to be entered into the ILS using the table on the left.

SUPER SONICS

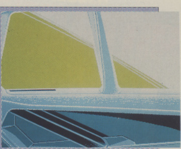
In line with the general tone of the simulation, the sound's emphasis is heavily on function. Authentic engine noises are already implemented, but the final version will sport acoustic cockpit warnings alongside effects to mark the movement of landing gear and flaps.



THERE ARE NO SHORT CUTS to a quick promotion. What starts as a routine flight may throw up all sorts of unforeseen emergencies - and the higher your rank, the tougher these unexpected difficulties get. Navigation instruments may suddenly stop working, weather reports can prove inaccurate and you could find yourself coping with nil visibility on airport approach. Crises like these are pilot-building. Fail the test and you've learned a valuable lesson: succeed and you're gaining the kind of experience that could put you in line for Bopf's job.



AS YOU MAKE UP the required flying hours you get a bird's eye view of Europe's famous airports - each one a scale presentation of the real thing (today's duty-flight gives you an opportunity to admire Cologne). Training not only gives you the chance to pick your own sightseeing trips, it also helps you to get to grips with the two most vital Airbus skills - navigation and clean take-off and landing techniques.



THIS IS A SERIOUS FLIGHT SIM, so you don't get the usual number of panoramic internal and external views. In any case, just looking out of the window is no way to navigate. Airbus includes approximately 120 different airports, each one equipped with ILS facilities. "And that's not just in one direction. When there are six different runways you get six different ILS directions." For added realism, the packaging includes the relevant charts in a copy of the official Jeppeson handbook as used by professional pilots.

AND SIMPLE

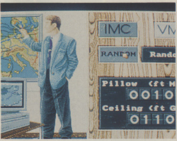
also contributing to the landscape detail and helping Bopf in the scanning of the flight territories.

When everything has been fully implemented, hopeful pilots will have the chance to struggle through five progressively more difficult levels simulating a career from student right through to Chief Pilot. This innovative structure was Thalion's idea. Oberst Bopf's personal preference is for total flight freedom, SubLogic-style, with no assigned duties or schedules of any kind, so, in the interests of compromise, that option has been included too.

For free spirits there's a totally unrestricted training mode - fly any place, any time, anywhere under weather, wind and visibility conditions specially defined by you. Career pilots, on the other hand, have *carte blanche* to go all out for promotion from day one.

There are even plans to create 'Thalion Airways', with users becoming automatic employees once they've purchased a copy of the simulation. The plan is that 'pilots' should notify the airline of their promotions and will receive some kind of medal in return. Carmincke is enthusiastic: "We want to keep up with all our pilots until they make it to Chief."

Thanks to some co-operation from Lufthansa, the criteria for promotion are exactly the same as those demanded by the real thing. A pilot's duty-flights are ☞



BEFORE DEPARTURE, you're given a brief weather report, but just like in the real world you can never predict quite what conditions will be like. To minimise the element of surprise, 'Training' mode allows you to set your own meteorological conditions so that you can practice dipping in and out of cloud cover like this before you put possible promotion on the line.

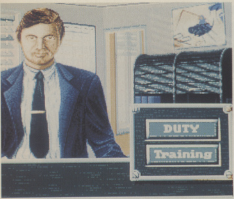
THE REAL THING

THE AIRBUS, THE FIRST MEDIUM RANGE 'JUMBO' JET, is a totally European aircraft. It's the product of a collaboration between companies from France (Aerospatiale), Germany (MMB), Spain (CASA), Belgium (Belairbus) and Britain (British Aerospace) which flew for the very first time in 1973 (although the A320 model has only been in service since 1988).

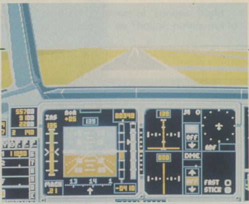
The plane is a 150-seat single-aisle twin-jet aircraft with a range of between 35,000 km and 59,500 km (2,175 to 3,697 miles). It's designed to be the most economical aeroplane in its class through the use of the most modern technology available. Improved metal alloys and composites are used in its construction, but what makes the Airbus A320 even more advanced than Concorde is its 'fly-by-wire' technology - unique in a civil airliner.

All of the Airbus controls are driven primarily by computers: these include an automatic guidance system (the alpha-floor) designed to detect dangerous 'microbursts' of wind at the critical phases of landing and take-off. The object of this is to cut down the pilot's routine workload and increase the overall safety of the aeroplane.

Two new Airbus models are currently in development. The A330 is a high capacity medium/long-range wide-body aircraft (328 seats) with a range of 9,300km, while the A340 is a four-engined long-range aircraft (262-294 seats) with range of 13,200 to 14,300km.



IN-DEPTH OR NOT, these days a flight sim just has to have impressive presentation graphics. Designed by Thorsten Mutschall, the pre-mission razzmatazz includes a meeting with your Chief Pilot, a weather briefing and a point-by-point duty rundown.



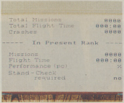
BRITAIN COMES COMPLETE with 25 airports including the obvious biggies: Birmingham, Luton and Heathrow. It's a measure of the sim's accuracy that exactly where you can touch down in this green and pleasant land is currently a subject of hot debate. Followers of British flight history would no doubt enjoy the chance to land at the more famous airports such as Biggin Hill. Unfortunately most of them aren't equipped with the ILS facilities that would make an Airbus landing possible. Oberst Bopf wants to stick with realism - Carmincke feels there's a case for overriding the facts, just for nostalgia's sake: "OK, so the Lufthansa will never fly to Biggin Hill, but it would really be nice to be able to." The resolution will probably be a compromise - the old airports won't feature on duty-flights, but you might just be able to fix a quick nostalgia trip in training.

organised according to Lufthansa schedules. You'll have to cope consistently well with everyday duties and checks, react quickly under adverse weather conditions and confirm your ability to hold a licence regularly. And according to genuine Lufthansa regulations, it takes around 400 to 500 flying hours (evaluated at a quality of 75 per cent and higher) to make it to the top.

Lufthansa wasn't the only official organisation to contribute, as Carmincke explains: "Herr Bopf said he'd simulated the Airbus A320 and we thought it was important to actually call it that, so we presented it to the plane's manufacturer." And it wasn't just the flight dynamics that met with the Airbus contingent's seal of approval: Oberst Bopf ultimately got the thumbs-up for his whole approach. Keen to get away from the image that civilian pilots just sit at the controls and let the machinery do the rest, several admitted that they prefer to switch the on-board computers off just for the pleasure of taking manual control.

Other professionals too, have tried it and enjoyed it. Airbus gained praise for flight dynamics and scenario from another old SubLogic fan, the spokesman for 'Cockpit' - the official pilot's organisation in Germany - as well as from several German pilots. Meanwhile Oberst Bopf is using what spare time he has left to whittle away at another simulation program. This time it's a civilian helicopter game with a rescue scenario that has you racing to serious accident spots on highways and in the mountains, searching for the injured and rushing them to hospital.

Carmincke is clearly impressed: "One of its advantages is that we can use exactly the same landscapes as in Airbus, though obviously the game area will have to be smaller and there'll have to be more detail." Expect to feast your eyes on that early next year.

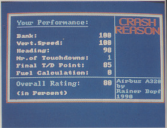


```
Total Missions                 0000
Total Flight Time           000:00
Crashes                        0000

-----  In Present Rank  ----

Missions                       0000
Flight Time                 000:00
Performance (pc)                  %
Stand-Check
        required                 no
```

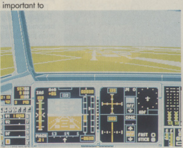
THE LOGBOOK - a personal chronicle of your career as an Airbus pilot, complete with details of duty-flights and number of hours flown.



```
Your Performance:                 CRASH
                                  REASON
Bank:                      100
Vert.Speed:                100
Heading:                    98
Nr.of Touchdowns:            1
Final T/D Point:            85
Fuel Calculation:            0

Overall Rating:             80   Airbus A320
                                 by
(in Percent)                     Rainer Bopf
                                 1990
```

ON COMPLETION OF A FLIGHT you get a read-out of your performance. The assessment is based on the most crucial aspects of your trip: points are awarded for such vital factors as the smoothness and position of the landing, fuel calculation and vertical speed. To make the grade as a career pilot you'll have to consistently score more than 75 per cent.



AIRBUS IS PROBABLY THE FIRST flight sim to offer an extensive simulation of European airports. The flight-arena covers the UK, Denmark, France, Austria, the Benelux countries, parts of Italy and a topically reunified Germany. This provides its own peculiar challenge. Technically, navigation facilities in areas of what was once East Germany are relatively primitive. In reality, only former East German pilots fly there for the Luftwaffe (they're the only ones who really know what's what) so a simulated trip to Leipzig, say, can make for a very interesting and challenging flight.

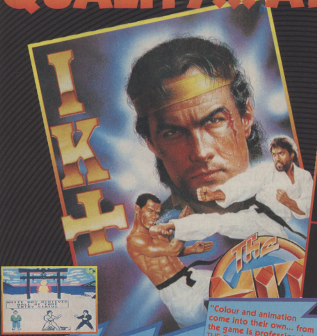
AIRBUS AIRBRUSHED

HE MAY BE A DAB HAND at flight dynamics, but vectors, polygons and scenery aren't among Oberst Bopf's strong points, so these graphics are all currently in the process of being updated by Thalion. By the time *Airbus A320* is released, in addition to all the relevant airports and runways, it will also sport all of Europe's major rivers (the Rhine, the Loire, the Thames etc) and all cities with populations of over 200,000.

But that's just the beginning. Thalion is stressing that the version to be sold this summer is just one of a series designed to sport gradual improvements. One graphic feature to look forward to is shading, to give the impression of large geographical features such as forests or fields. But Carmincke is adamant that these won't be bells and whistles just for the sake of it: "We want to confine ourselves to flying, so we're definitely not going for gimmicks. That may cause us trouble with the kind of gamers who expect that sort of thing because they've had it before on scenery disks, but I really don't think we want to go so far as to show you the Eiffel Tower."

Instead, the Thalion team is working on the problem of introducing features such as mountains at their correct height. "In the Airbus you've got to fly 10,000 feet before you can hit 250 knots - so nothing dangerous could actually happen." The main thing is to create a world that's recognisable even at the Airbus ceiling of 40,000 feet. Carmincke estimates that it'll take about three years to perfect - mainly because all of Herr Bopf's landscape routines will have to be rewritten. Adding detail to the world as it stands won't work - it would just make the scrolling jerky.

QUALITY... AT A PRICE !!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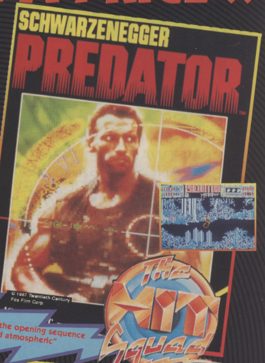
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PREDATOR
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The Hit Squad

"Colour and animation come into their own... from the opening sequence the game is professional and atmospheric"
THE GAMES MACHINE

Lombard
RAC
rally
MANDARIN
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The Hit Squad

ST FORMAT - "... a very good game... certainly recommended".

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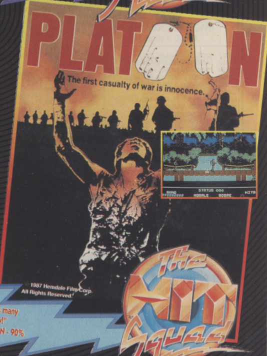
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WHAT'S TICKLING THE TEAM?

YOU MAY HAVE NOTICED that there are two new names on the playroll for this month. Heather Perry has joined us as Production Editor (from now on she will be making sure your mags reach you in tip-top condition), while our new designer is Gordon Barrick. He may be new to *The One*, but he's certainly not green when it comes to games. So here's a big The One welcome to both of them.

CIARÁN BRENNAN

Being from Ireland our Ed is no stranger to the little people. Not surprising then then he's quite taken with Ocean's *Elf*. In fact he's been playing it so much it's a wonder that he's found time to get stuck in to his other favourite newcomer, *War Zone*. Tedious journeys have been whiled away by fiddling with his Gameboy: this month, the Ed has mastered *Double Dragon* and *Balloon Kid*

GARETH JONES

Our Art Ed has been struggling to get away from his Mac this month for his customary game of *Kick Off 2*. But he's compensated by improving his mouse skills with the odd game of *Crystal Quest*. The copy of *Space Quest IV* he's just installed is still waiting to get a look-in, but its time will come...

LAURENCE SCOTFORD

Logical has been responsible for keeping Laurence locked up in the games room this month, and he's also been busy designing himself a better life with Domark's *3D Construction Kit*. Even so, there has been time for the odd game of *Crystal Quest* or *Backgammon* on the Mac.

PAUL PRESLEY

Our own P.P. has, rather appropriately, been playing with *P.P. Hammer And His Pnuematic Weapon* (lucky him), but he's also been indulging his passion for all things adventurous by fooling around with Gremlin's *Hero Quest*.

JOOLS WATSHAM

Young Jools has been mighty busy with the joystick this month, with *Gods* getting his vote as the best platform bash knocking around at the moment. *Operation Stealth* is providing his Adventure fun, while he relaxes with *Arnold Palmer's Golf* on the MegaDrive.

HEATHER PERRY

Heather is a newcomer to the world of computer games, so we've not yet found her staying late to finish the last few levels of *Lemmings*, for instance. She's been eyeing up *Tetris* though...

GORDON BARRICK

Powerful and heroic(ish), Gordon has been whiling away his time with *Hero Quest* and *Powermonger*. He looks strange in the office in full battle dress though!

REVIEW

YOU'LL NOTICE THIS MONTH that our VALUE rating has been changed to DURABILITY. This, we feel, is a better way of describing the qualities of the game that are summed up in that rating. Otherwise , it's business as usual. Following the reviewers' comments, the games are left to speak for themselves. Relevant screenshots illustrate the game's features, while the ratings, price, and release date are encapsulated in an easy-to-digest form. What more could you possibly ask for?

PRICE	£24.99
OUT	Now
GRAPHICS	78%
SOUND	74%
DURABILITY	60%
PLAYABILITY	75%
OVERALL	70%

GRAPHICS
Not necessarily a measure of how colourful or well drawn they are, but how well they are used

SOUNDS
Once again, this isn't a reflection of quantity, or indeed quality, but of how well it fits in.

DURABILITY
Essentially a reflection of lasting interest – how much game you get for your cash.

PLAYABILITY
The big one – how does the game feel - addictive or just uninteresting?

OVERALL
A useful point of reference – a summary of the preceding ratings.

JUNE 1991

56 THE SECRET OF MONKEY ISLAND
Lucasfilm

60 ELF
Ocean

63 LOGICAL
Rainbow Arts

66 HERO QUEST
Gremlin

68 WAR ZONE
Core

71 METAL MUTANTS
Simarils

74 MEGATRAVELLER 1
Empire

76 MERCS
US Gold

78 ENCOUNTER
Novagen

80 EYE OF THE BEHOLDER
SSI

83 P.P. HAMMER AND HIS PNUEMATIC WEAPON
Demonware

86 SHADOW DANCER
US Gold

88 R.B.I. BASEBALL 2
Domark

91 STELLAR 7
Dynamix

92 3D CONSTRUCTION KIT
Incentive

The Secret Of Monkey Island.

Hero Quest.

NAME : F
CREDITS

Mercs.

STRIKE
OUT
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OUT
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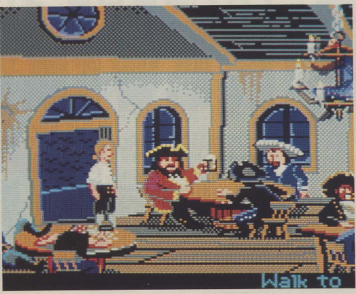
SOUND
89%

DURABILITY
90%

PLAYABILITY
93%

OVERALL
92%

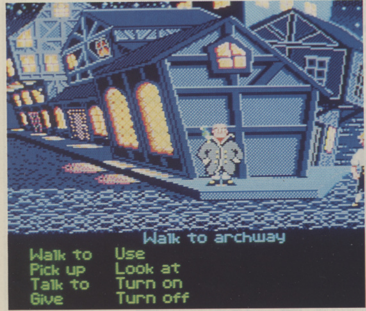


OH, TO BE A PIRATE. To sail the high seas, sword in hand, patch on eye, parrot on shoulder and wood on leg. That's the life for young Guybrush Threepwood, who has never wanted anything more than to be spoken of in the same hushed whispers as Long John Silver, Captain Hook and Bluebeard.

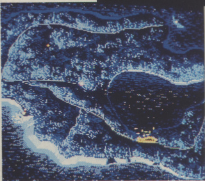
Unfortunately Guybrush's home town - Melee Island(TM) - is in the midst of something of a buccaneering depression. Pirates have become very safety-conscious, due to an evil spirit known as LeChuck roaming the seas between Melee(TM) and the mysterious Monkey Island(TM) in his ghoulish galleon, killing everything and everyone he comes across.

And as if that wasn't enough to hinder a young pirate-wannabe's progress, the PTA (Pirate Tenant's Association) has demanded that our hero complete its three tests of thievery, sword-playery and treasure-huntery before they'll even let him apply for membership. Should Guybrush pass all three of these, then, just maybe, he'll be able to discover the secret of Monkey Island(TM).

It's day li
gla

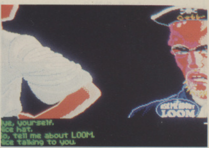


LUCASFILM BUFFS will be familiar with the now legendary SCUMM (Script Creation Utility for Maniac Mansion(TM)) interface. What they won't be familiar with is a new touch, which proffers the most useful verb when an object is highlighted.



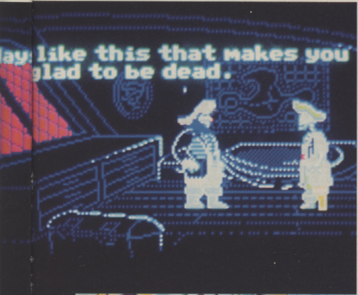
THE ISLAND OF MELEE(TM) is ripe for exploration. Such notable landmarks as the Fettucini Brothers' Circus, Stan's Used Ship Yard and the Governor's Mansion all provide Guybrush with hours of mirth and fascination.

THE SECRET OF MONKEY ISLAND (TM)

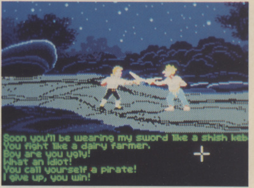


ye, yourself.
ice hat.
o, tell me about LOOM.
ice talking to you.

THE INHABITANTS OF MELEE ISLAND(TM) are a colourful lot who like nothing better than to offer helpful advice and unbiased opinions. Either that or they'll use any excuse to promote a Lucasfilm product.



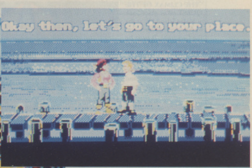
ay, like this that makes you glad to be dead.



Soon you'll be wearing my sword like a shish keb
You fight like a dairy farmer.
Boy are you ugly!
What an idiot!
You call yourself a pirate!
I give up, you win!

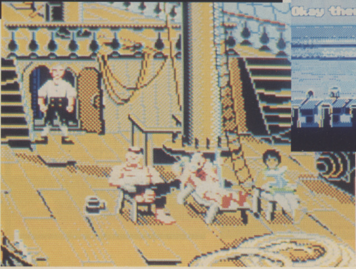
NO PIRATE STORY WOULD BE COMPLETE without a few buckles being swashed. However, in a slight break with tradition, it's not what you know but what you say that wins these fights. Instead of cutting your opponent with your sword, cut him to the quick with a witty insult and watch him surrender.

AT KEY MOMENTS IN THE STORY, a short interlude takes place detailing events taking place off-screen. Not only do these provide an enjoyable break from the often frenetic action, but they also help to further the story.



Okay then, let's go to your place.

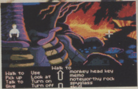
GUYBRUSH AND THE GOVERNOR share a tender moment.



THE SECOND PART of Guybrush's quest takes him to the high seas en route for a date with fate on Monkey Island(TM). This trip is far from plain sailing, as you have to contend with mutinous crews, terrible food and a leaky hold. Luckily though, there's hardly a shivering timber in sight.

THE THIRD, and penultimate, episode of Guybrush's tale takes place on the fabled Monkey Island^(TM). It's a lot larger (and hotter) than Melee Island^(TM) and the locals are a lot less friendly.

ONE OF THE MANY STRANGE SIGHTS to be taken in on Monkey Island^(TM) is this unusual modern-art statement, hewn in stone. As you've come to guess by now everything serves a purpose (even the rubber chicken with a pulley in the middle), perhaps that hollow section offers a clue...



GUYBRUSH'S TRAVELS don't just remain above-ground - under the surface of Monkey Island^(TM) are the fiery catacombs. The problem here is that passages are constantly shifting due to the heat, so maps become useless.

LECHUCK'S SHIP is alive with dead pirates(!). However, while the spirits continue to party, Guybrush has more urgent matters to contend with - not being seen, for a start.

THE CLIMAX OF THE QUEST takes place back on Melee Island^(TM), at the wedding of LeChuck and the Governor. It must be stopped, but how? Only one man can stop them now, Guybrush Threepwood, pirate, adventurer, romantic and all-round good guy.

MORE SECRETS FROM MONKEY ISLAND^(TM)

JUST WHEN YOU THOUGHT that it was safe to be a pirate again... LeChuck's back and he's out for revenge. *The Secret Of Monkey Island II*^(TM) (a proper name has yet to be thought of) brings back most of the original cast, takes Guybrush across many different islands and tells jokes even worse than those in the first.

Digitised artwork is the current fashion amongst American adventure programmers - and Lucasfilm isn't a company to be left out. Each of the screens in the sequel is an original piece of airbrushed artwork, digitised, touched-up and generally mutilated to bring to life Guybrush's world of walked planks and grog-swilling pirates.

The sequel is still a long way from completion, but thanks to the response that the first game received, it should be one of the biggest releases Lucasfilm has ever had. Its only main competition should be the next in the *Indiana Jones* series (see news).

THE WORD

SINCE THE FAR-OFF DAYS of October '89, there hasn't been an interactive adventure to beat *Indiana Jones And The Last Crusade*^(TM). Neither the silky graphics of Delphine, the sheer size of Sierra nor the complete absence of Infocom have been able to match the fun and excitement that Indy generated. However, *The Secret Of Monkey Island*^(TM) is about to change all of that. Lucasfilm appears to have taken all of the elements that worked in its previous releases and, not only incorporated them into this tale of scurvy swashbuckling, but even improved on them in the process! A hilarious storyline, strong characters and an intriguing setting make it impossible to fault the gameplay, while even the near-perfect SCUMM^(TM) control method has been improved. If I do have one gripe, it's with the graphics. Although they're detailed to the point of perfection, the animation slows down tremendously when there's a lot happening on-screen. Add to that a somewhat jerky horizontal scroll and a fair amount of disk swapping and you've got the faults wrapped up. Everything else works fine. The Secret Of Monkey Island^(TM) is further proof that the Americans rule the micro movie world, with Lucasfilm once again showing the rest of us how to do things - and how to do them well.

The best example of the 'micro movie' currently available - only a truly scurvy knave would dare miss it

Paul Presley^(TM)

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VISA

With games getting bigger and bigger with every passing month, Ocean has taken a new track by making its hero smaller. But is it good for his 'elf?

ELF
Ocean
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OUT
July
GRAPHICS
90%
SOUND
88%
DURABILITY
91%
PLAYABILITY
93%
OVERALL
90%

LICENCE-FREE GAMES from Oceanare about as rare as someone winning the car on *Bullseye*, but when the Manchester Maestros do pop up from behind their movie and coin-op cover, the results are often better than the games with famous names on the boxes.

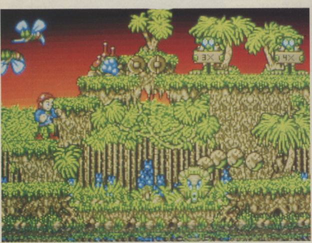
This arcade adventure, programmed and developed by Nirvana Systems (see the Work In Progress in Issue 30) is just such a case. Its basic format isn't new by any means, but it's just about as good an example of the type as you're likely to see, incorporating many of the best ideas from previous games of the style and adding just enough new ones to keep the pot boiling.

The story is about the most hackneyed part of the whole package though. Your character, a young Elf called Cornelius, takes it upon himself to fight through eight hostile environments to rescue his girlfriend, Elisa. This poor unfortunate creature has been kidnapped by the unspeakable Dark Lord, a mad scientist who whiles away the hours in his ghastly forbidding castle high above the elves' village by performing cruel experiments on any unfortunate creature who comes into his grasp.

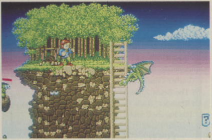
To help him get on top of things, Cornelius is wearing the magic ring which has been passed down through countless generations of his family. At first this only fires a basic spell, but it can be upgraded at the many magician's shops (you didn't know that most magicians are shopkeepers, did you?), where the pint-sized adventurer can also turn himself into a hero (which means that all shots bounce off him) or a wolf (so that he can fall any distance) and pick up countless other aids - as long as he has the right cash of course.

Don't take too long browsing though, Elisa is at this moment being lowered into a vat of some disgusting bubbling chemical - and what's more... the Dark Lord's laughing his head off.

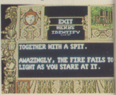
ELF



A QUICK GLANCE at this, the initial forest level, will tell you little more than that this is an arcade adventure, but there are a number of subtleties which set it apart. Firstly, it's not just a matter of moving from screen to screen shooting everything that you see - unless you meet the right people, carry out the right actions and find the right objects, you may not even find half of the landscape! Also, it's not a good idea to shoot the 'nicer' creatures: kill too many butterflies, hedgehogs, bunny rabbits or the like, and this can adversely affect your final 'cuteness' rating - which in turn may mean that you don't see the full end sequence when you do finish the game.

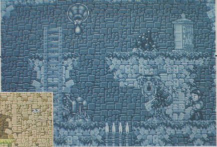


SHOULD YOU ENCOUNTER A USEFUL OBJECT or character, a small 'thinking Cornelius' icon appears in the bottom right of the screen. At this point, pushing up on the joystick (or pressing Space) reveals an interaction screen (inset) where a number of functions including 'give', 'bribe', 'identify' and so on are accessed. You can even 'talk' to the character you've encountered, but only in single words as the 'parser' is quite limited.

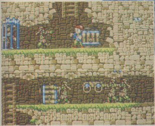


TOGETHER WITH A SPIT.

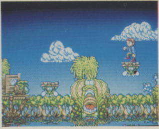
AMAZINGLY, THE FIRE FAILS TO
LIGHT AS YOU STARE AT IT.



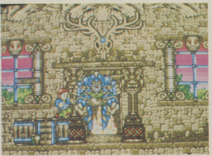
WHO'S TURNED THE LIGHTS OUT? No matter how many people you talk to, fires you light or owls you bribe, there are still a few screens that you're never going to see... unless you really search. The bonus screens are very difficult to find, but it's well worth trying as they offer up plenty of rewards - completely free of charge.



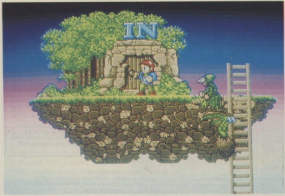
EACH LEVEL HAS ITS OWN particular graphic style - here, in Level Two's ruins, you find yourself in the catacomb-like dungeons fighting off mummies, rats and other subterranean horrors. Further exploration will take you through the lake, a swamp, the 'dwarf caves', over snowy mountains, into the castle dungeons and finally into the Dark Lord's castle itself.

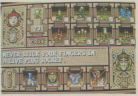


THE SWAMP SECTION IS BLESSED with some of the finest graphics in the whole game - check out those reflecting pools.



THE DARK LORD has sent his most trusted henchmen to try to put a stop to Cornelius' progress - as you may have guessed, they appear at the end of each level. Initially quite dim, these boys get better and better the further you get into the game.





ANOTHER PLACE TO INDULGE in a little interaction is the shop: once again this isn't a new idea, but, as ever, there have been a couple of twists included. Elf's currency isn't money - it's pets - cute creatures which are found dotted about the landscape. But even having a plentiful supply of these isn't enough: anything that you buy is actually concocted on the premises by the shopkeeper from a mixture of herbs (which are also collected on your travels), so as well as having the right amount of pets in your pocket, you also need the relevant flora and fauna. The merchandise on offer includes four different types of shot, a flying machine (which can only be used in certain parts of the game), mystic mail (chain mail that is, not letters) and tips - which are the biggest waste of pets since vivisection.

THE WORD

A GOOD ARCADE ADVENTURE is a joy to play - unfortunately you could count the amount of good arcade adventures that have been released in recent times on the fingers of one of foot. Thankfully, *Elf* puts this situation right. OK, so the actual gameplay isn't going to win 1991's Most Original Game Idea award (if such a thing exists), but as long as the gameplay's there, then total originality isn't absolutely essential - and there's no shortage of gameplay here. If exploring and shooting's your thing, then there's enough here to keep you happy 'til the cows come home (and even until they've been milked and sent back out again), however if you thirst for a little more depth, then follow me. In order to get the most out of Elf, the puzzle-solving element is at least as important as the action (if not more, it's difficult to decide). And while the puzzles range from the childishly simple to the infuriatingly obscure, there are enough hints dotted around to allow you to complete every one. In fact, some of the levels are almost completely puzzle- or maze-based (one fiendish section sees you tackle the problem of getting a series of moving platforms to move just the way you want them to, no easy task) while others increase the carnage to compensate.

A beautiful puzzle game with astonishing hidden depths

And If I've given the impression that there are no new ideas at all in here I apologise - how about these for starters? Whenever you die, a gravestone appears in that spot from then on to mourn you. Then, if you pass that way again, chances are that your own ghost will rise up to have a pop, also the option to only save the game at the end of each level means that cheating is more or less out of the question. It's a pity that you can only have either music or sound effects playing at any one time (apparently, this is due to Ocean France's custom-built sound software), but the fact that that's the only real fault I can come up with speaks volumes.

Ciaran Brennan

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Dexterity and Intelligence are required for Rainbow Arts' latest. Laurence Scotford lacks both, but is happy just juggling balls...

LOGICAL

LOGICAL
Rainbow Arts

PRICE	£19.99
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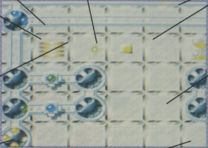
GRAPHICS	82%
SOUND	80%
DURABILITY	79%
PLAYABILITY	91%
OVERALL	88%

BALLS! That's what *Logical* is all about - coloured balls to be precise. Logical is essentially a puzzle game, but it requires some manual dexterity as well, so it may not appeal to boffins who are all fingers and thumbs.

Those who it does appeal to will find no less than 99 screens of mind-boggling action to work through, each of which contains a network of channels linking a set of wheels. The coloured balls run along the channels and slot into one of the four notches on each wheel. The wheels can then be rotated in an anti-clockwise direction and the balls sent off down another channel.



THE CHANNELS are the routes which the balls take between the wheels.

THE COLOUR FORECAST only appears on some screens, and helps your planning by showing what colour the next ball will be.

THE BAR GRAPH at the top of the screen shows how much time remains before the current ball must be placed in a wheel.

THE BALL DISPLAY shows how many balls are currently in motion - up to a maximum of four.

THE HOUR-GLASS indicates how much time you have remaining to finish the level.

Controlled by the mouse, THE CURSOR is used to select individual wheels and balls.

THESE OTHER ELEMENTS complicate the completion of each level by affecting the motion or colour of each ball.

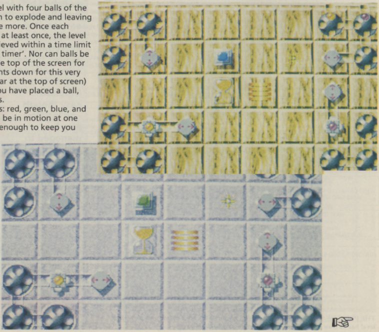
BALLS remain in the wheels until they are clicked with the left mouse button. This causes them to travel down the channel until they reach another wheel.

A WHEEL is rotated by 90° in an anti-clockwise direction each time it's 'clicked' by the mouse.

The object is to fill each wheel with four balls of the same colour, thus causing them to explode and leaving the wheel free to be filled once more. Once each wheel has been correctly filled at least once, the level is completed. This must be achieved within a time limit indicated by an on-screen 'egg timer'. Nor can balls be left to roll back and forth at the top of the screen for too long: a separate timer counts down for this very eventuality (indicated by the bar at the top of screen) and if it reaches zero before you have placed a ball, you lose one of your three lives.

The balls come in four colours: red, green, blue, and yellow. Up to four of them can be in motion at one time: this is usually more than enough to keep you going, but it's possible in the later screens to get balls stuck in perpetual motion between two points, thus reducing your capacity to move other balls and consequently slowing you up.

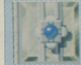
To add to the confusion, later screens contain devices such as one-way routes, single-colour routes and teleporters, so you have to think very carefully about how to go about completing each screen.



THERE ARE THREE ALTERNATIVE sets of graphics (which can be changed each time you load up) for when you get bored with the default look.

☞

LITTLE BITS OF LOGIC



COLOUR STOPPERS: These only allow balls of the correct colour to pass through, so you either have to find a way round them or wait until the right colours turn up.

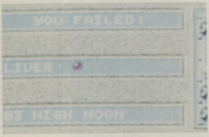
COLOUR CHANGERS: Balls passing through one of these will be changed to the indicated colour. This is often useful if you require lots of that colour, but infuriating if you don't.

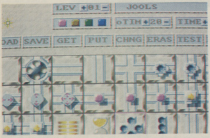
DIRECTION ARROWS: These act like one-way streets, only allowing balls to travel in a single direction. They also determine which way balls leave a junction.

LIGHTS: If the traffic lights appear on a level you must fill wheels in the order indicated. Fill a wheel out of turn and it will remain unexploded until those before it have been done.

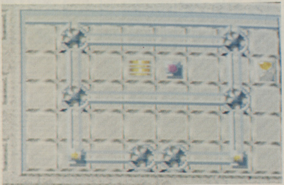
COLOUR HANDICAP: These occasionally appear and show a combination of colours. A wheel must be made to explode using this combination before any other wheels will explode.

TELEPORTERS: These transport the balls to another teleporter. If there's more than one pair of teleporters on screen you will not know how they are linked until you try them.





COMPLETE ALL 99 LEVELS and you're rewarded with a password which allows you to access the level editor. This is a simple to use utility which gives you the opportunity to design and test your own puzzles.



THE PREVIEW SCREEN shows the general layout of the level before you play. Each level has its own password so you can go directly back to it.

THE WORD

LIKE MOST OTHER GAMES of this nature, *Logical* doesn't really hold any great surprises in the looks and sound stakes. The graphics are merely functional (although they are quite smart), but the inclusion of three alternative sets is a thoughtful touch. The sound too is restricted, amounting to little more than a background ditty (which quickly becomes monotonous, but can at least be switched off) and some suitably metallic sounding effects. Logical is easy to play - you hardly need to read the instructions - and, because everything is controlled through the mouse, it doesn't take hours to get to grips with. Masters of the puzzle genre may find it a little too easy though - on my first play I managed to get all the way to level 23 before losing my first life. Even so, at that stage the complexity of the puzzles was already beginning to look promising, so undoubtedly the last few levels will require more than a few attempts from the average player.

An addictive action-puzzle game calling for a combination of dexterity and brain-power

Laurence Scotford

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01

Computerised board games are nothing new, but when the conversion is of a Games Workshop best seller, things tend to get a little bit more interesting...

HERO QUES

HERO QUEST
Gremlin
PRICE
£24.99
OUT
NOW
GRAPHICS
87%
SOUND
87%
DURABILITY
92%
PLAYABILITY
90%
OVERALL
91%

OF ALL THE BOARD GAME PRODUCERS in the world, one is more notorious for its style, presentation and rules than any other - that company is Games Workshop.

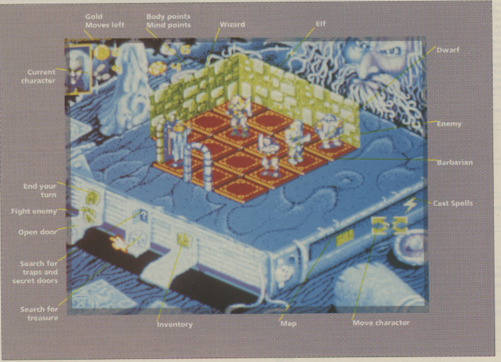
Just to underline this point, the rule book for the table-top version of *Hero Quest* would make any MicroProse flight simulator manual embarrassed at its relative weediness. Nothing is left to chance, with everything covered in detail, from how to move (which is never as simple as it sounds) to what dice to roll if a Chaos Lord attacks you from behind while wearing a yellow hat... on a Thursday.

The reason for all of this attention to detail in GW documentation is to heighten its games' accuracy, which makes it very surprising that, until now, none of the company's wares have ever been converted to computer - what better way could there be to keep track of all the number-crunching than by having a machine do the job?

Until recently, the main reason that none of these conversions have appeared was Games Workshop's slightly 'underground' reputation: all of the company's games were heralded as table-top role-playing games, which limited their growth somewhat (a pity, because they've come up with some real gems).

All of that changed however, as soon as mainstream board game specialist Milton Bradley noticed a growing interest in the RPG. A partnership between the two companies emerged and the all-new Hero Quest was born: Milton Bradley produced the basic 'kiddies' version, while Games Workshop went on to make a more complex older version called, simply, *Advanced Hero Quest*.

Now, thanks to the simpler rules and widespread popularity of the younger version, Gremlin has seen fit to convert both the board game and its expansion kits (extra quest scenarios - due to appear over the next few months), and is also due to begin work on the game's science fiction follow-up, *Space Crusade*.



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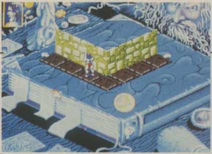
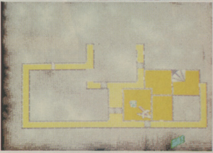
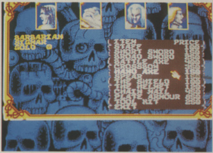


THE NUMBER OF SQUARES that you're allowed to move is determined by stopping the spinning coin at the start of your turn (top left). Each turn adheres to one of the following sequences: move then search, search then move, move then fight or fight then move.



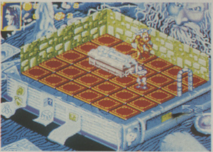
AS YOU PROGRESS through the dungeon, the map (right) is updated to show rooms, corridors, furniture and enemies. What it doesn't reveal is the location of secret doors, so all is not lost if you think that you're stuck in a dead end.



BARBARIAN
SIGMAR
GOLD 0

ITEM	PRICE
STAFF	100
SHORT SWORD	150
BROAD SWORD	250
BATTLE AXE	400
CROSSBOW	350
HAND AXE	150
SPEAR	150
THE SHIELD	100
THE HELMET	120
CHAIN MAIL	450
PLATE ARMOUR	850
TOOL KIT	250
EXIT	

BETWEEN ADVENTURES comes your chance to spend your ill-gotten gains at the shop, where weapons and armour are always available (usually at extortionate prices). Not only does this element equip your characters for the ever more difficult trials which lay ahead, but it also gives the whole thing a sense of continuity.



MOST QUESTS call for the death of a principle enemy - in this case the Witchlord. Unfortunately they usually can't be hurt unless you've picked up a magical weapon from a previous adventure.

ROLE MODELLING

ANDY JONES, PROJECT MANAGER AT GAMES WORKSHOP, describes his average customer as being a "15 year-old adolescent male with an interest in rock music." This might sound a little specific, but after 13 years of producing miniatures, board games and RPGs, Games Workshop is entitled to be sure about its own place in the world of games.

Fantasy miniatures have always been GW's bread and butter, in fact these days you'd be lucky to pick up one of its games without a bundle of small plastic models falling out. However, it wasn't until *Dungeons & Dragons* first made an appearance in 1978 that it was felt more substance was needed, so the miniatures got their own rule books and *Warhammer* was born.

Since then, GW has grown and grown, producing more and more games and expansion kits (*Talisman* - one of its best-selling board games - has five expansion sets, three of which feature new boards!).

The recent collaboration with MB opened a door to a whole new generation of gamers, *Hero Quest* and *Space Crusade* being simplified versions of other GW products. Plans are afoot for further joint company products, as well as more computerised versions - with GW hoping to take a more active role in future 16-bit developments.

THE WORD

WHILE, FOR THE MOST PART, *Hero Quest* manages to faithfully recreate the fun of the table-top version (without the player having to deal with all of the 'paperwork'), in one or two areas of this conversion Gremlin has actually managed to over-simplify things. This over-simplifying is mainly apparent in the combat areas: a larger feeling of involvement would have been generated by even the simplest of additions such as the rolling of a dice. As it stands, the fights are pretty bland and act more as a temporary obstacle than as a major part of the excitement. Another area that could be improved is the animation - it's not that there's anything monstrously wrong, it's just that there could be more of it. Instead of printing the words "Your enemy is consumed with flames" on the screen, it would have been nice to see a large flaming ball scream from your character's fingertips towards the helpless goblin. Where Gremlin *has* succeeded is in taking all the elements from the board game and convincingly turning them into a highly playable computer game. The control method easily lends itself to multi-player games, while still managing to stay interesting enough for a single player - a rare feat indeed. Hopefully, Hero Quest will pave the way for more Games Workshop conversions as the system Gremlin has employed could quite easily lend itself to other games of this ilk. Providing the quality stays this high (and the presentation is polished up) they should all be just as successful.

An excellent conversion of an already enjoyable table-top

Paul Presley

After a long absence, the 'Commando' game is back, with US Gold's conversion of Mercs (page 76) and this one from Core. But is there life in the old dog yet?

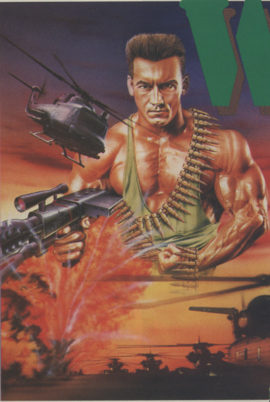
WAR ZONE
Core

PRICE
£20.99

OUT
NOW

GRAPHICS	82%
SOUND	89%
DURABILITY	80%
PLAYABILITY	87%

OVERALL
86%

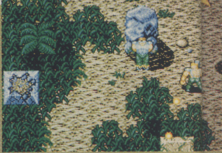


WAR

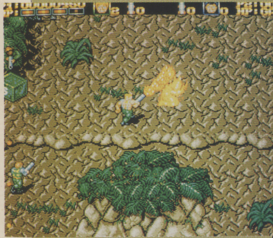
Although *War Zone* claims a futuristic setting (1999, to be exact) its initial jungle setting and *Commando*-style gameplay make it a more or less timeless shoot 'em up. And, like all games of this type, it can be played alone, but is best enjoyed when two players team up for a blast.

As the story goes, you and your partner have been detailed to lead a counter-invasion force to push back an enemy which has landed at eight strategic points in your country. However, the rest of your crew has been killed or captured, so now it's up to you.

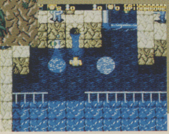
Your prime directive is to shoot your way through eight levels of scrolling action for a date with the end-of-level guardian of each, be it a tank, helicopter, submarine or some other piece of military hardware. However, along the way it would be nice if you could free the rest of your unit - oh, and have a little fun!



THERE ARE FIVE powerful bolt-on add-ons available to 'turbo-charge' your standard weapon with: the three-way shot, the rocket launcher, the grenade launcher (only really useful for long-range combat), the flamethrower and finally - and best of all - the homing missile launcher. Each of these can have its destructive capabilities increased three-fold by collecting the power-up icons.

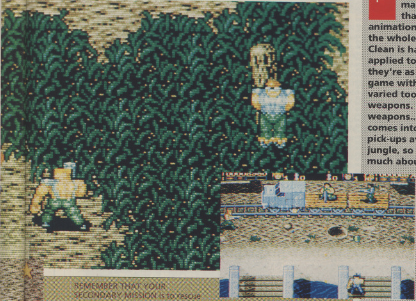


THERE'S NO TIME for hanging about, as the action starts the second that you set foot in the jungle. Luckily there's a couple of weapons and power-ups nearby, so grab them fast and get blasting. One word of warning though - watch out for some of the lighter-coloured bushes, as there may be danger lurking below.



THOSE OF YOU who don't like getting their feet wet are in for a rough time, especially as your trek through the waist-high water is made even worse by constant scrutiny from the enemy's searchlights.

R ZONE



THE WORD

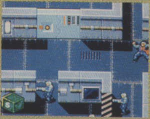
THE IDEA OF HAVING two heavily-armed macho men running around causing havoc is nothing new - but for some reason it usually provides excellent blasting action... *War Zone* is happy to continue this tradition. Although the graphics are possibly a little too 'cartoony' for the subject matter, the artist has made good use of colour, and that, combined with the clever animation of the heroes' sprites gives the whole thing a nice 'clean' look. Clean is hardly a word that could be applied to the sound effects though - they're as dirty as they need to be in game with this much violence - and well varied too, to match the different weapons. And speaking of the weapons... this is where War Zone comes into its own. There are plenty of pick-ups available throughout the jungle, so there's no need to worry too much about losing one - and there's such a variety between the different guns, cannons, flamethrowers and other 'dealers of death' that every player is bound to find a particular favourite (check out those homing missiles!). The different capabilities of, say, the laser and the grenade launcher also add to the strategic feel of the whole affair: when disposing of some of the tougher enemies, it's often half the battle working out which weapons to attack with. Finally, the stunning smart-bomb effect is enough to round it all off. You may think that there are enough games of this type about already (and you may even be right) - and, in truth, War Zone offers very little variation on the theme. However, if you haven't already got a game of this type, or do, but still fancy trying another, War Zone's combination of 'you watch my back and I'll watch yours' strategy and all-out action may be just the ticket.

A meaty blast from the past with the 90's looks and feel - worth a shot!

Brian Nesbitt

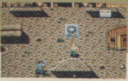
REMEMBER THAT YOUR SECONDARY MISSION is to rescue your buddies - they've all been tied to trees along the route, so try to take some time out to free them. There's a very good reason why the prisoners have been left in such a precarious position though, they're just as prone to your gunfire as the enemy, so tread carefully when there's a prisoner in the vicinity.

THERE'S MORE TO *War Zone* than mindless blasting (but not much really!). At certain stages, both players may need to work together. Say, for example, there's a huge truck in front of you, pelting bullets in your general direction: player one has a grenade launcher and lobs his shots in from a distance, while player two gets in close to hammer away with his standard gun. - this co-operation works far better than one guy going at it alone because, if you're careful, the enemy doesn't know which one of you to fire at.



THERE'S SO MUCH LEAD (and worse) flying in this green and unpleasant land that you're bound to catch your fair share. If things are getting desperate, try looking for one of these handy 'cure-all' First Aid boxes.

THOSE ENEMIES that ply their evil trade from behind dug-outs and shelters are difficult to dispose of. However, if you do manage it, you can always use their shelter for a brief respite from the relentless crossfire.



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Despite a slow start, Silmarils' combination of beat 'em up and puzzle solver offers a superb graphics, a thumping soundtrack and more enemies than Saddam Hussein.

METAL MUTANT

METAL MUTANT
Silmarils

PRICE
£25.99

OUT
NOW

GRAPHICS
84%

SOUND
81%

PLAYABILITY
86%

DURABILITY
80%

OVERALL
85%

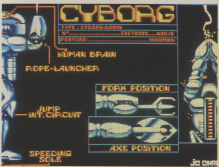
THE HUMAN RACE HAS SPREAD across the universe like locusts across a wheat field. They've been there, they've done that... and now they're bored. So, for want of better things to occupy their time, they've created a race of bio-technological beings to run the show, started taking illegal substances and indulged in the kind of activities that can't be described in a computer magazine.

It's a recipe for disaster - and that's exactly what's happened...

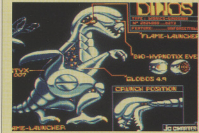
A nasty piece of bio-technology called Arod 7 has woken up and decided that he is going to wipe out the entire human race - and has mercilessly slaughtered billions of people in the attempt.

The few people that have managed to survive have now hit upon the ruse of creating a second generation piece of bio-technological hardware, nicknamed Metal Mutant. They reckon that if they send it to Arod 7's home planet of Kronox, it could infiltrate his defences and give him a damn good thrashing.

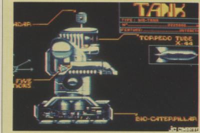
But what makes them so confident? This - Metal Mutant can transform at the touch of a button into any one of three different robots. How's that for versatile?


CYBORG
TYPE : CYBORG-BRAIN
N°....................3357000.....b2KJ0
FEATURE:.........................INHUMAN
HUMAN BRAIN
ROPE-LAUNCHER
FORK POSITION
JUMP INT. CIRCUIT
AXE POSITION
SPEEDING SOLE
JC CHA

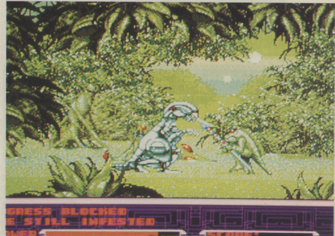
THE CYBORG IS the most versatile of all the robots. Its leaping ability helps negotiate swamplands and platform-based levels, while its weaponry and gadgets can defeat a large number of opponents. These include a magnetic rope (allowing vertical travel), a powerful battle-axe, a fork-like grabber and a devastating lightning weapon.


DINOS
FLAME-LAUNCHER
BIO-HYPNOTIX EYE
TYX 007
GLOBOS 4.9
CRUNCH POSITION
AME-LAUNCHER
JC CHARTER

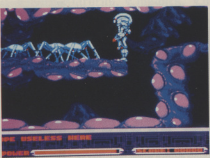
THE DINOSAUR IS a vital alternative weapons system which comes into its own when combating eye or ground-level opponents. It has a long neck and deadly bite, a shield system, tail- and head-mounted flame-throwers, eye-lasers and the Cyberstyx-007 remote device. This last item is a small, insectoid robot launched from the beast's back which can activate the switches other robots cannot reach.


TANK
TYPE : BIO-TANK
N°.....................2225000
FEATURE:.....................INTRACT
ADAR
TORPEDO TUBE X-44
FIVE IONS
BIO-CATERPILLAR
JC CHARTER

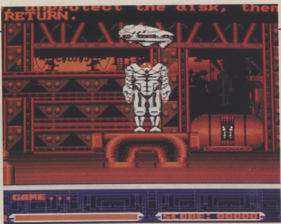
THE TANK IS the least mobile of the three robots, mounted on caterpillar tracks. It's a quick-response weapons system, equipped with five-way overhead rapid fire, a nifty missile launcher and a head-mounted radar.


GRESS BLOCKED
E STILL INFESTED
WER

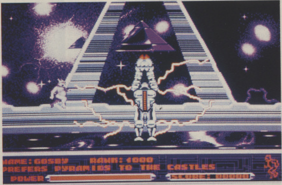
THERE ARE OVER 40 different types of enemy, many of which require distinct tactics or weapons to defeat. Each level has its own unique collection: you'll find plenty of lizards, flying reptiles and mini-dragons in the swamplands and robots galore in the factory level. Arod 7's space palace is a law unto itself - anything can be found there - and it's guaranteed that you won't like it.



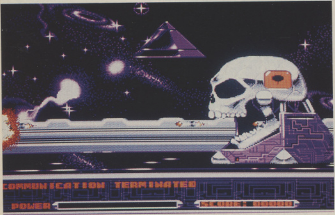
SHOULD YOU GET LOST in the factory level, you could find yourself in the mines. This is no place for a saviour of the universe to get caught: dangers and traps lurk in every corner and you'll lose plenty of energy trying to escape. It's best to avoid it completely - particularly when you run across creatures like these bio-robotic spiders.



THROUGHOUT THE GAME you stumble across an ALOG saucer, without which your life on Kronox would be impossible: it allows you to save your game position and statistics to date, and renews your energy supply. Only the cyborg can link up with it, by standing directly below the ship, opening his skull and interfacing with an on-board energy supply. Be warned, however: the craft is easily destroyed.



THE CLOSER YOU GET to Arod 7, the more difficult the puzzles become. The last few screens before you encounter him take place in this mystical space complex. Metal Mutant is set a series of tests which he must solve, or die in the attempt. These include the ability to repeat music and a real stinker which pits you against an exact clone of yourself: fire at it and it fires right back. But how do you get past that door?



THE SHOW-DOWN WITH AROD 7 is the toughest test of the lot. Having honed your joystick reflexes on over 100 screens by this stage, it's now time to put your skills to the test. As you can see, Arod is a giant skull with a television screen built into his head: this screen flashes icons at you corresponding to the weapons you have collected throughout the game. If you don't respond with the appropriate joystick movements, you'll survive about as long as a flatfish in a black hole.

THE WORD

***METAL MUTANT* IS INITIALLY DISAPPOINTING:** all you do for the first few screens is match appropriate manoeuvres to combat situations and keep plugging away until your enemies are destroyed. If you persevere however, you begin to discover the game's appeal: horrible puzzles, 40 different types of monster to defeat and a variety of weapons and gadgets to acquire. It's really a 130-screen test of memory and joystick dexterity - opponents come at you quickly, and if you haven't selected the right droid or weapon to face them, you might as well kiss goodbye to your energy. This isn't too much of a burden to begin with, since in the early stages you can destroy some opponents in a variety of ways and by experimenting you select the more effective methods. The difficulty is cleverly graded so that (hopefully) by the time you face Arod you'll have the necessary reactions to knock his lights out. This is just one of the game's neat touches - others include a 'save game' option which doubles as a source of energy and three difficulty levels, the third of which is really tough. After that, good sound effects and graphics (including a host of excellent animation sequences) are just the icing on the cake.

A playable combination of beat 'em up and arcade adventure

Gordon Houghton

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After numerous incarnations, the world's most popular science-fiction Role-Playing Game is finally available on 16-bit. Paul Presley sees if it's been worth the wait.

MEGATRAVELLER 1 THE ZHODANI CONSPIRACY
Empire

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GRAPHICS 76%
SOUND 72%
PLAYABILITY 81%
DURABILITY 80%

OVERALL 80%

LIFE IN THE 51ST CENTURY is rougher than ever. Mankind, now under the rule of the Third Imperium, has realised his dream to reach into the stars - and has made contact with all manner of weird and wonderful alien life-forms for his trouble.

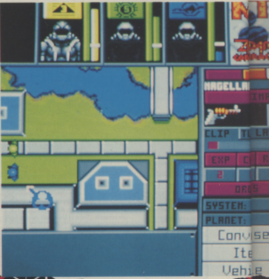
The most alarming of these extra-terrestrial contacts, made in 5018, was with a virtually identical race known as the Zhodani. The contact was not a pleasant one, however, and the first of four Frontier Wars soon broke out between the two races.

You'd think that after four bouts of inter-stellar genocide the two sides would have had enough, but, for reasons best known to themselves, a group of corrupt officials within the Imperium is preparing to start a fifth - and, as always, there's only one person that can stop them.

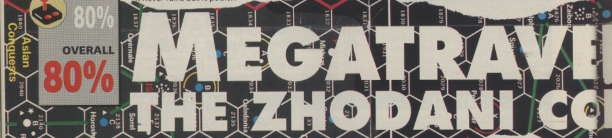
Well five people actually. Barely 10 minutes ago, your merry band of travellers was having a quiet drink when a frantic young lady pushed a holographic disk into your hands, burbled something about a traitor and was attacked by a group of thugs. You made your excuses and left... quickly. Now it seems there's a price on your head and every bounty hunter in the galaxy is on your tail.

So, to take stock of your situation: you hold the only evidence which can expose the traitors and have to deliver it to the officials on some faraway planet - all of this under the less-than-friendly scrutiny of the meanest villains in the cosmos.

It never rains but it pours...



MEGATRAVE
THE ZHODANI CO



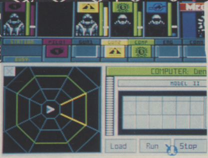
ONCE...TWICE...THREE TIMES A GAME

THE SIMILARITIES BETWEEN CERTAIN ELEMENTS of the table-top and the computerised versions of *MegaTraveller* are incredible. With the possible exception of SSI's *AD&D* series, no other computerised RPG comes as close to being an accurate conversion. Unfortunately though, things tend to fall down in certain areas.

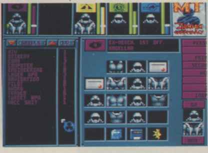
Because the original IBM PC version wasn't well received by US critics, Paragon (the team responsible for the American conversion) 'recalled' the game, took on board all the negative comments and set about executing a redesign, the most noticeable result of which was the Orders command for combat.

Empire's decision to bring the product to these shores was a natural step, but it was felt that changes still had to be made to tailor the program for Britain. The keyboard controls were replaced by more accessible mouse-driven controls and the space travel was improved by simply replacing the inertia-based thrust.

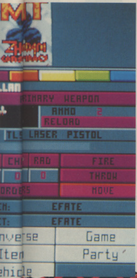
Paragon is not a company that takes criticism lightly. A great deal of changes have been made to *MegaTraveller 2* (due for an August release), most of which have been implemented in response to user reaction. The sequel will feature many more star systems, the ability to transfer original characters and a completely new plot. Paragon's other forthcoming release - *Space 1889* - will also utilise the improved MegaTraveller system, except this time it's set in the days of Victorian space travel(!).



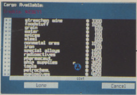
IN A SIMILAR STYLE to Star Trek, each of your characters is assigned to different stations on board the ship, the most important of which is the computer, from which most elements are controlled. Features such as auto-targeting and tactic predictors are all available from the numerous



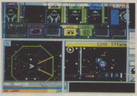
AS WITH ALL RPGs, character generation plays an important part in the proceedings - but here there's a difference: each character chooses a career in one of five military services. At the end of this period of service, the now-trained participants are released into civilian life to start



LIFE IN THE WORLD of MegaTraveller is viewed from above, with each type of building colour-coded for easier identification. Of course, with a price on your head, local bounty hunters are always looking to make a quick Imperial Credit. Should a fight break out, the team splits up and each character is controlled individually from the control panel on the right.

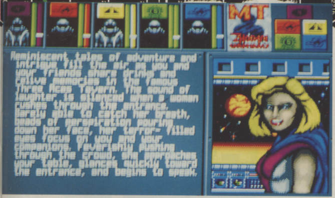


IN ORDER TO REACH YOUR FINAL DESTINATION, it's necessary to obtain a Jump-2 Drive - the bad news is these cost over 2,000,000 Credits apiece. The best way of earning this wad is through inter-planetary trading of the 30 available types of cargo: including everything from fertilisers to robots. The starport trading market isn't always the best place to sell your stock though...



THERE'S AT LEAST ONE ALTERNATIVE way to make money... piracy. This has nothing to do with copying disks however - piracy involves attacking other ships and stealing their cargo. Be warned though, some ships are prepared for this eventuality and equip their cargo bays with timed detonation devices.

ELLER 1: ONSPIRACY



Reminiscent tales of adventure and intrigue fill the air as you and your friends share drinks and relive memories in the famous Three Aces Tavern. The sound of laughter is silenced when a woman rushes through the entrance. Barely able to catch her breath, beads of perspiration pouring down her face, her terror-filled eyes focus on you and your companions. Feverishly pushing through the crowd, she approaches your table, glances quickly toward the entrance, and begins to speak.

ASIDE FROM TRADING, the most important factor of the game is gathering information on the traitors and their nefarious activities. Bars are always a good source of gossip, although most people will expect a little gratuity in return for their trouble.

SPACE, THE FINAL FRONTIER. To boldly go where no one has gone before, you need a ship. Movement in outer space uses strange inertia-based controls, similar in style to the classic

THE WORD

THE MOST ACCURATE DESCRIPTION befitting *MegaTraveller 1* is to liken it to *Elite* without the graphics... but with a plot. Although it's an RPG at heart, the trading side of things will appeal to all those Cobra Mk II pilots who longed to be able to land their craft. For anyone who has played the table-top game, a lot of elements are going to appear very familiar: the excellent character-generation system, the planet names and the whole 51st century environment are all there and all very well implemented. In truth, there are only two problems with the system. The first of these concerns the space travel: the *Oids*-style control method becomes very awkward until you get used to it (and that could take quite some time). This is especially true when the planet which you're tethered to doesn't want to let you go. The second problem is far more damaging and lies in the crux of virtually every RPG available - combat. The trouble is that everything is run in real-time, which is all very well for an all-out action romp, but it's next to useless when you're trying to control five different characters. Granted, the 'Orders' command helps out, but it's still far easier just to group your team and run from each fight. However, if you overlook those problems there *is* a nicely-crafted game system in there. The on-screen presentation is superb, the planets are varied enough to provide explorers with plenty to be getting on with, the trading aspect and plot devices are intelligent and the 'Stations' section on board your spacecraft is very well handled. Ultimately, the decision as to whether this is the RPG for you boils down to whether or not you want to get caught up in a great deal of combat. If not, then MegaTraveller 1 provides plenty of challenge. If so, then unfortunately you'll have to look elsewhere - *MegaTraveller 2* perhaps?

A well-executed table-top conversion, sadly deflated by the unwieldy combat control

Paul Presley

Being a conversion of an all-action coin-op, US Gold's scrolling shooter has an obvious advantage over its rivals - but does it do justice to its arcade parent?

M

MERCS
US Gold

PRICE
£25.99

OUT
JUNE

GRAPHICS
82%

SOUND
78%

PLAYABILITY
81%

DURABILITY
83%

OVERALL
81%

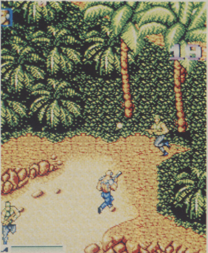
HAVING PLAYED AS MANY COMPUTER GAMES as you undoubtedly have, you should by now step naturally into the role of being either a hero or heroine without too much alarm. Even so, you've rarely strapped on pecs as pulsating as those on offer in this latest US Gold CapCom coin-op conversion.

As ever, the size of the heroes' muscular bulk is inversely related to the amount of brain power needed to complete the game, so there's no need to worry about about wasting any time on background here: your macho, muscle-bound hero (whose brains don't quite match his brawn), with the help of a mate, takes on almost unfeasible levels of cannon-fodder along an eight-level route.

Okay, so some of you refuse to sign up until you know the story, so here goes... The former US president has been taken hostage by a group of foreign villains, but, for some diplomatic reason or other, the US government can't intervene directly.

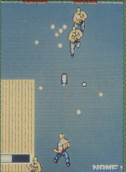
This is where you come in. As head of an elite corps of mercenaries, known as the MERCS, you've been commissioned to rescue the President and halt the rebels' attempt to take control of the country of Zutula. To achieve this, your mission is to land in enemy territory, break through its tank line, neutralise the 'Scorpion' attack unit, penetrate the mountain pass, destroy the enemy's supply line and - finally - 'neutralise' the enemy's HQ.

Feel better for knowing that? Good - now get out there and get blasting...

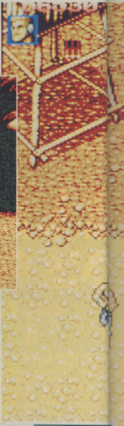


AS YOU CAN SEE, when the going gets tough, the tough get scrolling... The main challenge is to dodge the opposition's bullets and splat them with yours - simple, eh? Using this no-nonsense method, all that remains is for you to find a way through the eight-level jungle, causing havoc and mayhem throughout your journey.

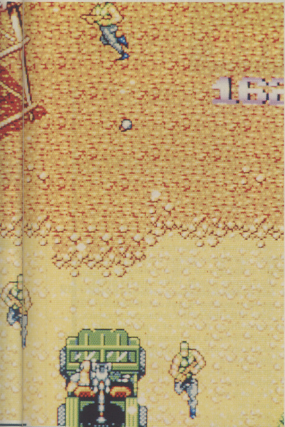
SHOULD YOU FIND YOURSELF up against a brick wall, wire fence, tree, elephant - in fact, any large obstacle - do the obvious thing... blast the hell out of it! The usual result is a clear path for you to stroll straight through.



THE STANDARD SHELLS ARE OKAY (if you like that sort of thing), but for some real blasting frolics, try getting your muscular hands on some of the smart bombs and upgradeable 'super weapons' which just happen to be lying around the terrain. The first of these advanced killing machines is a three-way 'green ball' gun (which can be powered up to five-way), then there's the flamethrower and finally - and beefiest of all - the missile launcher. The usual energy pick-ups are also included, appearing in ever so novel 'chickens' and 'ham' varieties!

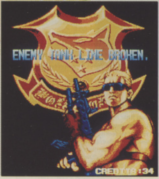


MERCS



SHOULD YOU GET TIRED with walking through the jungle and wading through the water, you can always hop into a jeep (which has room for both players), a tank, or even a hovercraft! There is one small point at this stage which differs from the original: in the coin-op you have to shoot the jeep's original occupants before taking the wheel - here you simply hop in and set off.

JUST WHEN YOU THINK that you've got to the end of a level, up pops the massive end-of-level guardian. These usually come in the shape of some type of military hardware: helicopter, tank and harrier jet to name but three.



DURING YOUR hard-earned rest between stages, you're greeted by an intermission screen of a hunky guy in a posey stance. This, supposedly, is you, so maybe a little practice in front of a mirror is necessary.

THE WORD

TWO-PLAYER '*COMMANDO*-STYLE' SHOOT 'EM UPS are always big hits in the arcades: all they have to do is offer enough opposition soldiers and hardware to attack in force and a few new weapons to wipe them out with and the coins come rolling in. *Mercs* is, as you'd expect, no exception - but we're not here to heap praise on the arcade game (although it is very good indeed!), we're here to see how good the conversion is. And basically, the answer is that it's good(ish). Conversions should be judged in two ways: as re-creations of the original or as playable games in their own right (or maybe even as a mixture of both) - Mercs almost hits the mark in both cases. There's little problem looks-wise, all of the sprites and backgrounds are well executed, although the main characters move a little too jerkily for comfort. The problem's certainly not in the soundtrack either: the groovy music gets you straight into the swing of things, while the massive explosions and great cross-fire sounds all add to the excitement. The problem is that the whole thing just doesn't capture the 'feel' or excitement of the coin-op - there are too many instances where the action slows down (very bad news nowadays) or where the nature of your opposition is too indistinct, making the proceedings more confusing than exciting. The two-player option does, however, pull the game up by its bootstraps. Having to choose whether or not you pick up the extra weapon or leave it for your partner adds an extra dimension (every man for himself, and all that!), while two heads are better than one in terms of getting further into the game. Ardent fans of the coin-op will have no problem getting into this one - others will probably only bother if they have a friend around.

A competent enough two-player blaster, but it loses a little of the original's 'oooomph!'

Jools Watsham

Very few of the classic games of the 8-bit era have been reworked to make use of the extra eight bits. Novagen's shoot 'em up is one - but is it a worthy enough effort?

ENCOUNTER
Novagen

PRICE
£20.42

OUT
NOW

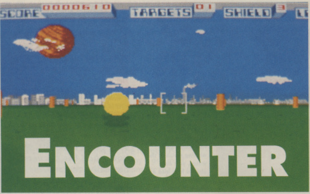
GRAPHICS 70%

SOUND 72%

DURABILITY 88%

PLAYABILITY 84%

OVERALL 80%



ENCOUNTER

YOU'RE ALONE in a three-dimensional arena - equipped only with a laser and the ability to rotate through 360°... but we're going to have to cut the scene-setting short, because a yellow Oid has just appeared on the radar and if you don't shoot it pretty quickly then you're dead! With that small matter out of the way, a quick glance at the top panel reveals that you have nine targets to destroy, two shields left and you're still on level one (pathetic!). The vast majority of your Encounter time is spent in this arena, where you either fight and survive or flee and be crushed. Those pillars which fill the landscape deflect all laser shots (both yours and the enemy's), add a small touch of unpredictability to the proceedings.

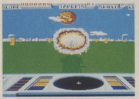
IF THERE'S ONE THING that all of the great 'cult' programmers have in common, it's that they don't release very many games. This is especially true of Paul Woakes, the man behind the classic 3D space exploration games *Mercenary* and *Damocles* (which was, after all, *Mercenary II*).

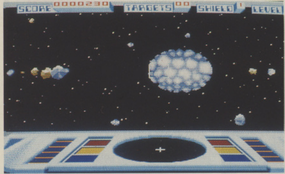
Before either of these though, came a more straightforward 3D shoot 'em up, *Encounter*, which was, to say the least, revolutionary for its day. That's not to say that it would still impress though, as its day was over seven years ago!

This isn't exactly a prolific output, but Woakes fans (let's call them 'Woaksies') should be pleased to hear that things are speeding up a little. As Novagen's Bruce Jordan informs us: "His average is improving - he's up to one a year now."

The next result of this sudden burst of activity will be *Mercenary III - The Return Of Damocles*. This time around, the game will not only include an even more impressive 3D environment than Damocles, but also something which has never appeared in any of Mercenary's previous incarnations - an enemy.

KC Kim is the evil-doer in question, whose actions more or less mirror those of the player's, making Mercenary III a true one-on-one battle. As long as Mr Woakes doesn't revert to his old ways, we should bring you a full review over the next couple of issues.





OCCASIONALLY, a 'kamikaze' Oid hurtles towards you (top) - leaving you little option but to blast it to oblivion before it makes contact. Defeat all of these and a 'star gate' opens, allowing access to the next level, but only if you survive the intervening meteorite storm... This is all a matter of ducking, diving, dodging and clever path-finding, similar in nature to the asteroid field in Atari's The Empire Strikes Back coin-op. And should you survive this perilous stretch of void, why not try turning on the spot to go back through a second time? The return trip gets faster - and consequently more dangerous - each time you attempt it, but every successful completion skips you forward another precious level.

THE WORD

ALTHOUGH IT COULD HARDLY QUALIFY as a candidate for conversion to the CDTV or some other such multimedia vehicle, *Encounter* is good clean 3D fun nonetheless. And while the general gameplay is going to win no prizes for its variety, the appearance of such elements as the meteorite storm and the progressive intelligence of the enemy 'Oids' is enough to keep the player coming back - at least for a while. Despite all of its claims to be a reworking of a classic 8-bit game for the '90s and such like, this is basically a 3D shoot 'em up in the venerable *Battlezone* mould, which makes great use of the extra speed afforded by the newer machinery, but unfortunately very little use of the enhanced graphics capabilities. The use of a 'psychedelic' colour scheme for some of the aliens is about the only attempt made at including a graphic frill - otherwise the look can best be described as functional. In fact, functional is a word that just about sums the whole thing up. It's a good blast, but not quite the advance that it could have been - especially considering the amount of time that's elapsed since the original's release.

A nippy shoot 'em up which will appeal greatly to 'Woaksies', but may lack enough variety for everyone else

Brian Nesbitt

HART MICRO

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REVIEW

We've had top-down wargames, side-on arcade games and isometric RPGs. Now the AD&D series goes a step further - introducing 3D exploration. Dungeon Master beware...

EYE OF THE BEHOLDER
SSI

PRICE
£29.99

OUT
NOW

GRAPHICS
92%

SOUND
89%

DURABILITY
85%

PLAYABILITY
93%

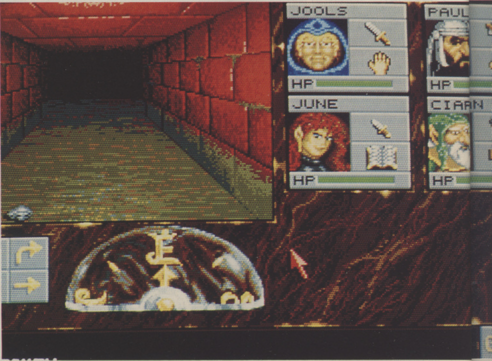
OVERALL
92%

EYE OF THE

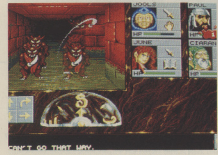
SOMETHING'S ROTTEN IN WATERDEEP, well *under* Waterdeep actually. The lords of the area have recently discovered a presence of evil somewhere within the city and dispatched Khelben the Adventurer to investigate. Having searched nearly everywhere though, he learned only a name - Xanathar.

The one place Khelben didn't look was under the city, and what with him still conducting his investigations away from home, guess who's been given the task of Sanitary Engineer?

It's not all muck and filth though. You have been given permission to keep any treasures you find down there and there's always the chance you'll get into a good scrap - amongst the scrap so to speak - so things are looking up. And of course, there's the reward waiting at the end of it all...

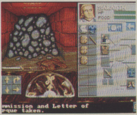


WAIT A MINUTE! This is Dungeon Master, isn't it? The view may look familiar but the plot's all different. Your party of four is indicated on the right of the screen, along with what they are currently carrying in their hands. These are usually active weapons, spell books or the like.



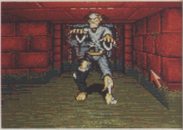
CAN'T GO THAT WAY.

KOBOLDS ARE NASTY LITTLE CRITTERS. They might not be very strong, but they tend to travel in packs and a lot of little bad guys are definitely more trouble than one big one. Didn't you ever see Gremlins?



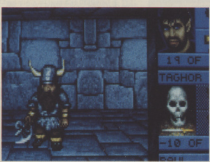
mmission and Letter of
rque taken.

YOUR CHARACTERS ARE CERTAINLY WELL EQUIPPED for the adventure ahead - as their inventory shows. The long list on the left is the contents of the backpack, while the others indicate various parts of the body. As each object has a certain weight, your character's strength score determines how much he or she can carry.

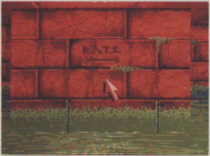


YOU ARE NOW DEEPER IN THE DUNGEON... and the monsters are getting tougher. These happy fellows are members of the undead and can take quite a beating: clerics have the advantage here because of their Godly ways, it seems the spirits take measured steps around them.

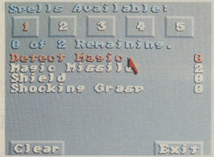
BEHOLDER



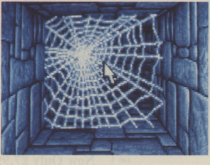
ONCE THROUGH LEVEL 3 you discover that there's more to this sewer than meets the eye. There's an old Dwarven mine below the city which Xanathar is making full use of.



THROUGHOUT THE GAME, short messages appear on the walls giving clues to various puzzles. However, not all of them are written in Common (the language of your characters), so some need to be translated first.



STICKS AND STONES aren't your only weapons in the dungeons of Waterdeep - words can hurt too. Spells are a formidable part of anyone's armoury and can be pretty devastating. To start with your knowledge of the arcane arts is fairly limited, but as time goes on, your spell book becomes fatter and fatter.



ONE OF THE DEADLIEST FOES that you're likely to encounter (apart from Xanathar himself) is the giant spider. Poisonous bites and sticky webs form the creature's main weapons and it takes a special kind of adventurer to get out of them.

THE WORD

COMPARISONS TO THE AGEING CLASSIC - *Dungeon Master* - are inevitable. When two games look this similar, even their programmers would have trouble telling them apart. The question that has to be asked, then, is if you own one do you really need to buy the other? And with Dungeon Master (and its successor *Chaos Strikes Back*) having been around for what seems like eons, has SSI waited too long to release *Eye Of The Beholder*? Well, it has its good points and bad points. In its favour is the fact that, as with all the other *AD&D* products, there are bound to be plenty of sequels using the same characters in each game. Also the essence of the table-top version of AD&D has been captured nicely (in contrast to previous AD&D titles, there's more emphasis on puzzle-solving than combat - a refreshing change). Combat is also handled extremely well, the spells and 'ranged weapons' rules are all faithful to the original game and the graphics are, quite simply, superb. The gameplay works wonderfully, conjuring up both the spirit and the atmosphere that you get from any good dungeon romp in the table-top game. The trouble is, both Dungeon Master and Chaos Strikes Back worked equally well - and although they didn't have the background of the most popular RPG in the world to work with, they still offered just as much atmosphere and challenge. Eye Of The Beholder is an essential purchase for followers of the AD&D series, but also for people who missed FTL's games first time round *and* those of you that finished them and want some more.

> **If you haven't already had enough of first-person exploration genre, then *Eye Of The Beholder* is just too good to miss**

Paul Presley

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P.P. HAMMER
AND HIS PNEUMATIC WEAPON

P.P. HAMMER AND HIS PNEUMATIC WEAPON
Demonware

PRICE
£25.53

OUT
JUNE

GRAPHICS
87%

SOUND
85%

DURABILITY
88%

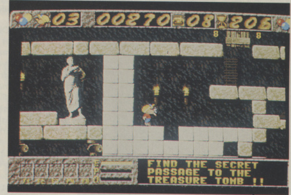
PLAYABILITY
90%

OVERALL
87%

IT'S A FUNNY OLD WORLD. One minute you're driving rivets into bolt-holes and turning flange wheels to match the drill bits, and the next you're stuck in the middle of a Roman temple, looking for treasure.

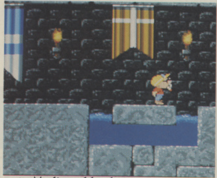
Good old P.P. Hammer, everyone's favourite construction worker/adventurer, has undertaken a quest to find all the treasure contained within 70 levels filled with pits, platforms and pesky little creatures.

Not until all the treasure in one location has been found, will the door leading to the next open... and even then the overworked navvy still has to search to find it.

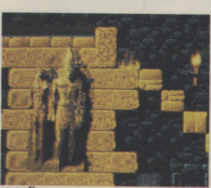


FIND THE SECRET PASSAGE TO THE TREASURE TOMB !!

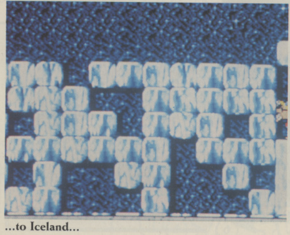
P.P.'S QUEST FOR TREASURE takes him across many different locations, from Rome...



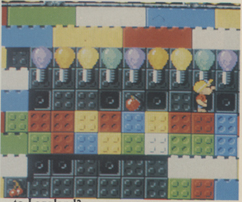
...to Mediaeval land...



...to Egypt...

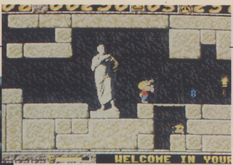


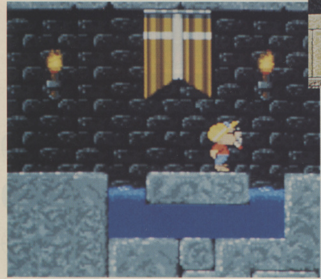
...to Iceland...



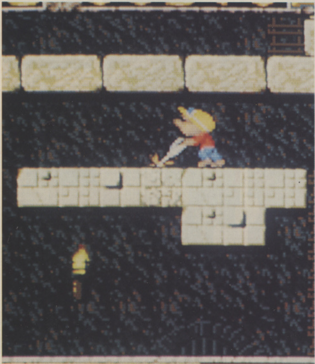
...to Legoland? P.P. OCCASIONALLY UNCOVERS a mysterious blue gem. Touching it leads to a bonus stage in which our hero has a short amount of time to collect as many items as possible before finding the life-giving heart and his exit.

☞





THERE ARE VARIOUS ITEMS to collect throughout the journey, the most useful of which are the potions. Drinking one of the coloured cocktails bestows P.P. with a certain limited power: including invisibility, a super jump and so on.



WHEREVER P.P. GOES - HIS PNEUMATIC HAMMER GOES TOO. The secret to completing each level is to drill away at particular blocks - choose the correct ones and it can lead to other areas, reveal treasures or trap enemies.

THE WORD

ALTHOUGH THE TITLE conjures up images of either violence and gore on a massive scale or innuendoes that even Frankie Howerd would shy away from, *P.P. Hammer And His Pneumatic Weapon* is no more offensive than a Cliff Richard concert in Westminster Cathedral. What it is, is a highly enjoyable and challenging platform game that owes more than its fair share to numerous 'classics', including *Rick Dangerous* and *Impossamole*. One problem that Demonware seems to have with P.P. is deciding what it wants its main character to be: while on the packaging and intro screens he's a 'cutesy' bespectacled young lad, once you're into the game he turns into a real construction worker-type, puffing on a fag if you leave him for a while and throwing insults if you fail the bonus round. The other problem that's stopping P.P. reaching the hallowed heights that only Rick has managed to scale before, is that it gets a little too confusing. The inclusion of invisible platforms and having treasure hidden behind blocks serves, on the later levels, to frustrate rather than challenge and the whole thing tends to border on the 'been there done that' syndrome. There is a lot to do and there are plenty of nice touches (the helpful scrolls, the bonus rounds and the little 'Roger Milla' samba that P.P. does when he completes a level, to name but three) and the actual idea of having to dig your own route, as it were, is a novel one. It's a shame that there isn't any real way to attack your opponents (let's face it, a pneumatic hammer makes for a great weapon) and a few more settings would have been nice, but as it stands P.P. Hammer And His Pneumatic Weapon is a nice journey back into the platform genre.

An enjoyable platform romp in the Rick Dangerous mould

P.P.

Win a Honda Cub!

This must be the most advanced off-road bike there is! It's automatic, so it's easy to ride, and its lightweight design and futuristic styling make it stand out from the crowd! The Cub would cost you £1800 to buy, but we're giving one away!!

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The MT50S Honda is the best bike for any 16 year old who wants to hit the road in style!! It has an air-cooled 49cc 2-stroke engine and a Motocross style frame, seat and tank! To buy it you'd have to pay £1300, but 1 phone call and it could be yours!

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Win a SIMPSONS Pinball Machine!

This Pinball is no under-achiever, it's a Simpsons game! Yup, people all over the country have been flipping over this machine, the biggest pinball craze in years! And if you fancy pocketing this £2500 prize, then just get on the ball and call the number shown below!!

0898 404624

Calls cost 34p (cheap rate) and 45p (at all other times) per min incl VAT. For list of winners send SAE to:Pepperoni, PO Box 2065, London, W12 9JH Please ask your parents permission before you call. Average length of the call is 6 minutes.

Any new beat 'em up needs something special to set it apart from the crowd. US Gold's latest Sega conversion is the follow-up to the infamous Shinobi, but is this enough to give it the edge?

SHADOW

SHADOW DANCER

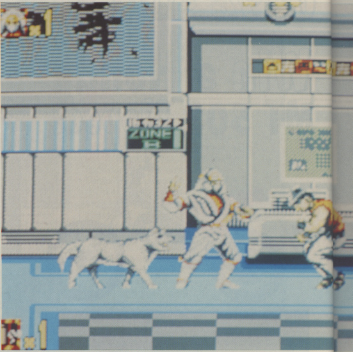
U S Gold

PRICE	£25.99
OUT	JUNE
GRAPHICS	79%
SOUND	82%
DURABILITY	79%
PLAYABILITY	78%
OVERALL	80%

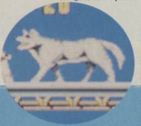
JOE MUSHASHI, MARTIAL ARTIST, is about to take on the fight of his life. His best chum, Kato, has been viciously murdered by a gang of street fighters - understandably - as he inadvertently discovered the gang's secret plans to take over the world!

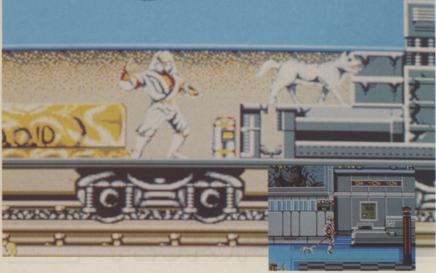
Now, as Joe, with your trusty mutt in tow, you set out to avenge your friend, defuse a number of bombs, save the space shuttle (no, I don't where that bit fits in either!), kill all of the bad guys and get out alive. By the way, the dog's no passenger, as he's quite a dab hand (or paw) at the old martial arts himself.

And in case you think that's all to easy, here's the killer - you've only got three minutes to complete each stage. Have fun...



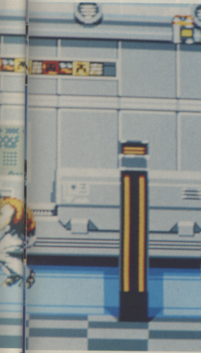
THE FIRST BASIC OBSTACLE to your smooth progress is the appearance of more than too many bad guys, all armed to the teeth with a variety of weapons: knives, swords, guns - and even deadly frisbees! Despite all of this hardware though, a spot of target practice with your unlimited supply of shurikens is usually enough to clear a path...

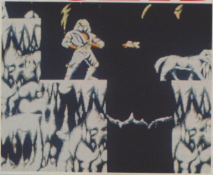


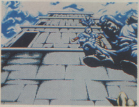


SHOULD ONE OF THE ENEMIES prove a little tougher than normal, it could be time to call in 'man's best friend'. Pulling down on the joystick and pressing Fire sends the pooch off to wrestle with the bad guy, leaving you time to pop up and finish him off with a shuriken. However, if you take too long about this, the bad guy overpowers your faithful pet and he's forced to return - a shadow of his former self (inset), leaving you temporarily without canine back-up.

DANCER

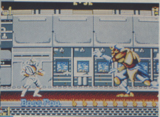




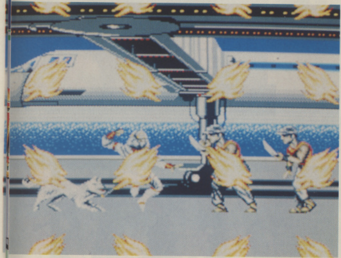


THE BONUS ROUNDS provide a welcome break from the frantic platform jumping. In true Shinobi style, cascades of suicidal Ninja's willingly fling themselves from the building at an attempt to... hurt you! Fail to kill them all and you don't get the bonus - succeed, and you're rewarded with an extra life.

POWER UPS appear at very infrequent intervals, so grab them when you can (powered-up shurikens have a nice fiery tail to distinguish them from the standard model). A souped-up weapon is a good asset in your fight against the end-of-level guardians, as they do double the damage.



THE LAST STAGE of each level features only one bad guy - but what a beefy one! This could be a giant Ninja, or maybe a train - or even a woman in a bubble! - but whatever its form, each end-of-level guardian has a particular weak spot (an, if you will, Achilles heel) that needs to be continually shot at. Finding this spot is half the battle.



IF A SITUATION SHOULD PROVE TOO TRICKY for you to handle (even with the help of your dog), then it's probably time to call up a little Ninja Magic to clear the screen. Limited to one shot per life, this magic doesn't only act as a smart bomb - it also adds a little graphic spice to the occasion by producing a different effect on each level.

THE WORD

IF FIRST IMPRESSIONS were anything to go by, then *Shadow Dancer* would score very highly indeed - especially as the large sprites are initially reminiscent of the Sega coin-op. Unfortunately first impressions don't rate very highly and the early promise soon fades a little. There *are* good points: the use of the dog adds a novel strategic twist to the proceedings and the background graphics are noteworthy (especially on the later levels, with the appearance of waterfalls and suchlike), but unfortunately the sprites tend to disappear into them, thus making the action a touch confusing. Most importantly of all for a beat 'em up, the control method is very straightforward, enabling you to get straight into the action. But there's one problem that will quickly irritate almost anyone who tries their hand... just say you're up against the last bad guy, you see the exit sign, you've slogged your guts out to get this far, you're excited, all your mates have been with you all the way - then, you get stabbed... and it's all the way back to the beginning of the level. This could be worse, as each level is split into four stages and you're only banished to the beginning of the current one, but it's annoying nonetheless. It's deep, colourful and an adequate conversion, but the fault just mentioned above may deter some.

A pretty faithful coin-op conversion - and a fair slice of action

Jools Watsham

A quick straw poll around the office couldn't produce a single person who'd ever heard of the original R.B.I. Still, its sequel won't be judged on past performances...

R.B.I. BASEB

R.B.I. BASEBALL 2
Domark

PRICE
£29.99

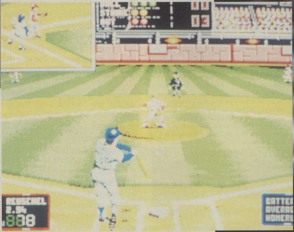
OUT
LATE JUNE

GRAPHICS	90%
SOUND	91%
DURABILITY	91%
PLAYABILITY	93%
OVERALL	91%

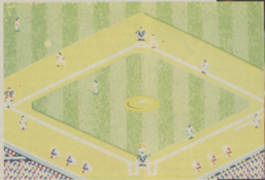
'OFFICIALLY ENDORSED BY' is the surest way of getting a sports game to sell. *R.B.I. Baseball 2* is sponsored by the Major League Baseball Players - and while most of us will go round thinking that Charlie Sheen and Corbin Berensen have finally put their names to a computer game based on the hit film, only Americans and die-hard fans of the sport will know about the real-life MLBP.

Still, film licence or not, The Kremlin's simulation of the most popular sport in the U.S. of A. (yes, even more popular than American Football) attempts to recreate all of the action that takes place over the nine innings, while still keeping the overall sense of fun that's sadly missing from other companies' attempts.

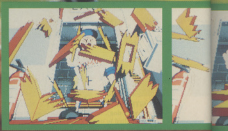
Choosing from any of the 26 Major League teams across America (each with its own list of the real team players and statistics) your aim, as with most sport sims, is to end the season at the top of the league.



THERE ARE TWO MAIN PLAY SCREENS, with the first being viewed from behind the batter (although this offers no disadvantage to either player). The pitcher has full control over the spin, speed and direction of his ball, even after it has been thrown (a sort of 'aftertouch'), while the batting player has control over both the batter and the runners, either shown behind the pitcher or in the appropriately positioned inset window.



THE MOMENT a ball has been struck, the view changes to follow its travels. To compensate for the batsman not being able to see all of his players at this stage, a diamond-shaped representation shows whereabouts they are. The pitcher has full control over his fielders, who can jump, dive and accurately throw to any of the bases.



BALL 2

A GUIDE TO THE 'INS' AND 'OUTS' OF BASEBALL

EACH TEAM HAS NINE MEN. A coin is tossed and the winners decide whether to be in or out. The team that is out goes out onto the field and the team that is in goes into the pen - except for the first batter, who goes out onto the field to be in. The team that is out starts with nine men, the team that is in starts with one.

The aim for the team that is out, is to get the team that is in, out. The aim of the team that is in, is to get as many runs as possible until they are got out, by the team that is out.

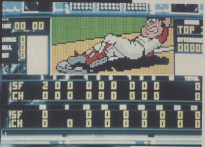
To get a run, the team that is in must have a player run around four bases before arriving home. Once he is home he is out until either the rest of the team that is in has gone out to the field and been out or stayed in and got home. The team that is out gets to go in, once it's got three members of the team that's in, out.

Then the team that is in goes out and the team that is out goes in.

Once a player on the team that is in goes out he has to hit the ball far enough to run to First Base before the team that is out throws the ball to him. If he makes it he's in, if not he's out. If he's still in, another member of the team that is in goes out and attempts the same thing, trying to stay in while he's out, until he can run around all four bases and get in. This gives the team that is in one point.

The team that is out can get a member of the team that is in out by throwing three strikes, catching the ball once it has been hit or running the man out. Once three members of the team that is in are out, they are out and the team that is out get to go in.

This is then repeated for nine innings. See - it's simple!



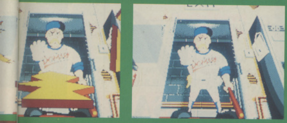
MAKE A PARTICULARLY IMPRESSIVE SHOT (or one that's more at home at the other end of the spectrum) and you're treated to a short replay animation on the scoreboard. This also performs the less interesting task of keeping track of the scores, 'strikes', 'balls' and time.

THE WORD

JUST LOOKING AT *R.B.I. BASEBALL 2*, you'd think that the Kremlin's design brief was to include as many small touches as possible, then design a game around them. Every man on the field seems to have his own small 'life'. As they wait for the action to start, some look around at the crowds, some stamp their feet, some spit on the floor and so on. When a player tries to steal a base, dust piles up around him as he slides and if he fails to make it the umpire throws his arms apart screaming 'OUT!'. The cheerleaders get frantic as their team is winning, the crowd roars when a home run is hit, the list is almost endless. Another of the really nice features is the animated scoreboard: the quality of the cartoons is superb on the instant replays and the digital read-outs are just as realistic as the real things. Into every life a little rain must fall, and in every game a little fault must be found. R.B.I. Baseball 2 suffers from a disease that seems to strike most sports games - initial difficulty. It takes quite a while before you're able to really judge the correct time to swing the bat (even on the Little League setting) - until then it's a case of pot luck (except that when you do hit a ball, obviously you meant to. Yeah, right, of course you did). In a nutshell, R.B.I. 2 is one of the finest baseball games yet released (in fact, one of the better sports sims of any type). One might even say it knocks the opponents for six... sorry, wrong country.

Could well be described as the *Kick Off* of baseball games

Brian Nesbitt



A FATE WORSE THAN DEATH awaits the team that hits a losing streak. The coach arrives to vent his fury on the players. Thankfully (for reasons of good taste) we only see the door being smashed to pieces.

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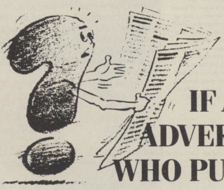

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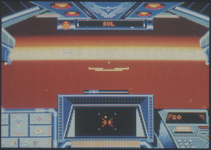
It's nostalgia time folks! We've already seen a return of Breakout, Defender and Asteroids - and there's even a Space Invaders revival just around the corner. But for now, it's Battlezone's turn...

STELLAR 7

WHAT IS IT ABOUT THE EARTH that makes it so desirable for invaders from other galaxies? Were we listed on the Arcturan Galactic Estate Agents' files as a perfect fixer-upper without being told? Is Gir Draxon sending down an invasion fleet to blow everyone to bits, or is it just his way of making a downpayment?

Whatever the reason, we're under attack again and - as always - the powers that be feel that the best way to repel the intruders is to send one man against them. Why we can't just launch a couple of surplus nukes is beyond me...

To successfully tell the aliens that Earth is already spoken for, you're armed with the latest in modern ground warfare - the Raven Assault Hover-tank. Your mission takes you over seven different planets on the way to Draxon's flagship, each currently being patrolled by the Arcturan forces. Destroy a patrol and the Warp Link to the next planet opens, allowing you to further your journey.



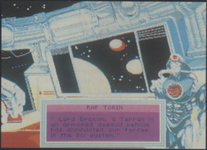
BECAUSE OF ITS HANDY Power Modules, the Raven is equipped for all types of enemy, with weapons ranging from small nuclear bombs to cloaking devices. Use them sparingly though, as numbers are limited.

THE WORD

LIKE MOST AMERICAN PRODUCTS, *Stellar 7* is superbly presented... but lacking in depth. The opening and between-level sequences are stunning (even if one of the characters does sound like Arnie doing an impersonation of Sly Stallone) and the actual in-game screens are almost excellent - almost, because things tend to be a bit on the slow side, right from disk accessing to animations. This is probably because Stellar 7 was planned and conceived on the IBM PC and while it moves like lightning there, here on the Amiga things are a little bit different. There are plenty of good points throughout, the enemy acts very realistically (setting up its own devious tricks as well as falling for yours) and the difficulty has been set just right. It's difficult to know just where to place Stellar 7: it's well worth taking the time to play, but you wouldn't necessarily want to keep coming back. A definite case of 'try before you buy'.

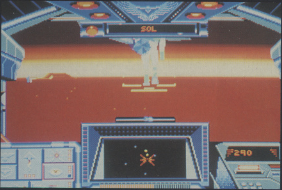
A nicely polished arcade blast with superlative graphics and sound, but lacking in long-term appeal

Paul Presley


RAF TORIN

" Lord Draxon, a Terran in an armored assault vehicle has annihilated our forces in the Sol system."

BETWEEN LEVELS you're treated to a moment or two from the conversations of the evil Overlord Gir Draxon and his second-in-command Raf Torin. Most of their cozy firing-range-side chats are of the anti-human nature. Can't think why...



NO SHOOT 'EM UP (no matter what the perspective) would be complete without an end-of-level guardian. Battlezo... sorry, Stellar 7's are transported down to the planet's surface by the Arcturan flagship and boy, are they big!

WHEN YOU DIE, you really die! Just to rub salt in the wound the view switches to outside your craft and you get to watch your lengthy explosion in all its glory.

STELLAR 7
Dynamix

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OUT
NOW

GRAPHICS
92%

SOUND
94%

DURABILITY
80%

PLAYABILITY
86%

OVERALL
84%

Incentive's all-new game creator promises 'new worlds' for all. Laurence Scotford clears his mind of all things technical to try game creation made simple.

3D CONST

3D CONSTRUCTION KIT
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OUT
NOW

PRESENTATION
93%

USER-FRIENDLINESS
95%

DOCUMENTATION
75%

VALUE
88%

OVERALL
93%

THE TROUBLE WITH DIY GAMES PACKAGES is that usually they either require the user to have the brains of Einstein, or they're simple to use but incapable of creating anything worth playing.

Mandarin's *AMOS*, for example, could certainly be used to create games of commercial quality, but it's of little use to users without any programming experience. On the other hand, anybody can get to grips with Outlaw's *Shoot 'Em Up Construction Kit* - but the chances of selling a game created with it are less than nil.

Incentive has long-since proved that it could produce a games creator that had the power to produce games of commercial quality, while still remaining comparatively simple to understand and use: that product was, of course, the superlative *Graphic Adventure Creator*. Now the Berkshire-based developer has done it again, only this time it is its Freescape system that is being made available to the public.

The good news is that *3D Construction Kit*, in competent hands, could feasibly produce games of the quality of *Castle Master*. The other good news is, as long as you can understand a simple BASIC program and have some artistic and creative flair you could get a whole lot more out of it.

If you've ever used a 3D object generator, then you'll know how time-consuming and laborious the job of creating even the simplest shapes can be. In contrast, creating shapes with 3D Construction Kit is a doddle.

In addition to simple lines, there are two basic 3D shapes - cubes and pyramids - and five 2D shapes to be manipulated. This isn't as limited as it sounds though: using these basic elements, a variety of complex objects can be constructed, as the kit allows each shape to be stretched, shrunk or turned to a severe degree.

For ease of handling, several individual shapes can be defined as a group, and then manipulated either individually or together.

Objects can be coloured from a range of 16 user-defined colours, but the kit uses a method of 'dithering' which expands this to a total of 256 shades. To add to the flexibility, each area that you define has its own palette, so the user isn't confined to using the same 16 colours for the whole game.

Objects can also be defined as sensors (which will detect the presence of the player - and even fire at him if you wish), made visible or invisible, destroyed or made movable.

Once the game environment has been created, it's manipulated via a simple language - Freescape Control Language (FCL) - which is constructed as a set of conditions which can apply to areas, to objects or even globally. There are 52 commands to get to grips with, but the principle behind their use is fairly simple and a little experimentation should be enough to gain ample proficiency to begin constructing a game.

The commands are also used by the Animation Object Controller (AOC). Whenever an object is required to move, an AOC is allocated to it containing a few lines of code that describe the animation. The AOC can then be

Turn to page 94 ☞

NEW RATINGS EXPLAINED

Every so often we'll review a utility program that we think will be of interest to even the most die-hard games player. Obviously our traditional ratings can't be applied in these cases, so we've come up with some alternative categories...

PRESENTATION: Even control panels and menus should look attractive. So this is an indication of not only how pretty the utility looks, but of how clearly the screens have been designed.

USER-FRIENDLINESS: Do you have to wade through 150 pages of manual to understand each function, or can you get going within the first five-minutes of loading?

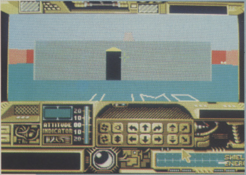
DOCUMENTATION: Even the greatest utility is no use without a clear and precise explanation. This rating tells you whether you're likely to get a large well-written manual or a scrappy sheet of a paper.

VALUE: Do you get a powerful and sophisticated tool for your money or little more than an overpriced levels editor?

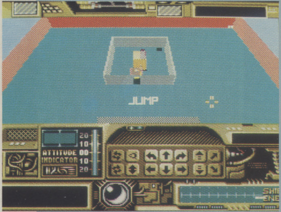
OVERALL: A combination of the other four factors. This is the one to base your buying decision on.

3-D STEPS TO HEAVEN - A LAYMAN'S GUIDE

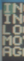
We gave ourselves eight hours to come up with the opening scenes of a Freescape adventure game using the *3D Construction Kit*. Here we talk you through our creation...



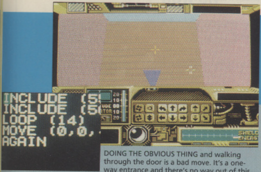
TO BEGIN WITH, we wanted a few simple walls to divide the area into two zones - inner and outer. This is done easily by placing cuboids and then flattening and stretching them to the required length and height. By using colour zero on unseen surfaces we can speed up the screen updates. The door is created with two-dimensional shapes, while the control screen is one of the two included with the kit.



TO MAKE THE START of our game a little more unusual, we've placed the player on a cube suspended high above the ground. At first all the player can see is thin air, but looking down reveals a prompt carved into the ground by using the line tool, as well as an opportunity to survey the scene. Normally the player would be injured by falling so far, but we've adjusted the default values so that he can safely fall any distance.

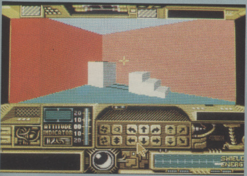


TRUCTION KIT

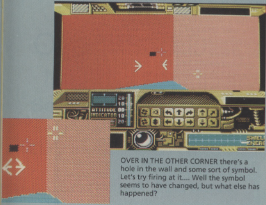


```
INCLUDE (5
INCLUDE (5
LOOP (14)
MOVE (0,0,
AGAIN
```

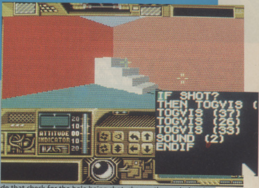
DOING THE OBVIOUS THING and walking through the door is a bad move. It's a one-way entrance and there's no way out of this tiny chamber alive. Activating the triangle on the far wall causes it to slide inexorably forward crushing the player to death. The inset picture shows how simple the code that animates the wall is.



OVER IN THIS CORNER is an entrance to some sort of underground area, but the steps don't quite reach. They are on rails though so why don't we try pushing? No... that doesn't work. What do we do now?

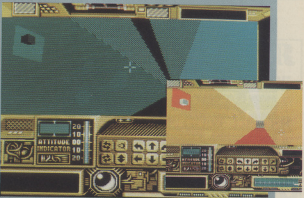


OVER IN THE OTHER CORNER there's a hole in the wall and some sort of symbol. Let's try firing at it.... Well the symbol seems to have changed, but what else has happened?

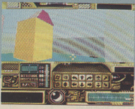


```
IF SHOT?
THEN TOGVIS (
TOGVIS (37)
TOGVIS (26)
TOGVIS (33)
SOUND (2)
ENDIF
```

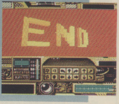
SUCCESS! Checking the steps again we find they've moved along the rails and into position, allowing us to enter the underground area. The inset picture shows the few lines of code that check for the hole being shot, change the symbol and move the stairs. This piece of code has been designed so that if the hole is shot again, the stairs will slide back out and the symbol beneath the hole will change back to its original form.



GREAT, we've entered an underground corridor, but it looks a bit gloomy. Let's try the light switch.... that's better. This simple, but effective trick is achieved by creating two versions of the corridor, each of them with a different colour palette. When the player activates the light switch the program records his position and then places him in exactly the same place in the alternative corridor. Clever huh?



FINALLY, we emerge back in the inner area and there's another building to explore, which may lead onto even stranger environments. The only limit is your imagination.



JUST TO FINISH OFF, we've got to allow for those poor souls that got crushed to death. They are taken to this new area which acts as an end screen. All prettily done up in *The One*'s logo colours. Ain't that nice?

3D
CONSTRUCTION
KIT

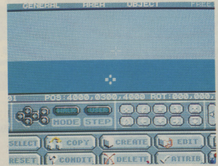
switched on and off by some controlling code applied to an object or area. Once again, the use of animation is a skill that is quickly gained with a little brave experimentation.

There are 256 variables, the first 30 of which are reserved for use by the system. These can be used to keep track of the status of your player or various events throughout the game.

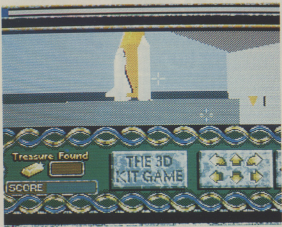
The area surrounding the main view and containing the player control icons must be created using another art package such as *DPaint III*, although there are two examples included. Once the control panel has been created, the mouse is used to define the areas in which the user should click for various controls to function and the size and position of the 3D view. Finally the instruments can be defined. These are energy bars, score windows, message windows and so on.

FCL has two different sound commands. These are used to play any of 32 sampled sounds, seven of which have already been defined. These are commonly used effects such as a laser sound, a bump and an explosion. Once again, a separate sound sampling package is required to create your own sound effects.

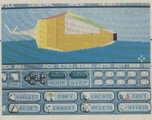
Testing the completed game is simple because you can skip back and forth between the editor and the game at will. This makes designing a game a very immediate process because you can try ideas out the instant that you put the code in. There's also a handy RESET command to revert everything to its initial condition.



TO BEGIN WITH, you only have one object, and that's a huge cuboid that represents the ground. You can either use that as a basis for the rest of your construction, or delete it and start again from scratch.



THERE'S A SUBSTANTIAL GAME INCLUDED with the kit that shows some of the powerful things that can be achieved. As well as being a fun extra, this is also a useful learning aid. By loading the game into the editor it is a simple matter to see how Incentive has constructed certain objects and how its game designers have used FCL and AOCs to achieve particular effects.



THIS HELICOPTER IS A GOOD EXAMPLE of the sort of complex objects that can be created with 3D Construction Kit. It's well worth studying, because it shows how to use the basic shapes economically to create more detailed objects.

THE WORD

3D CONSTRUCTION KIT IS ONE OF THE BEST 16-BIT UTILITIES to appear - *ever*! Whether you're just interested in using it as a 3D art package or whether you want to create games to rival Incentive's own, you'll find it to be an ideal tool, with the combination of drop-down menus and short-cut icons taking the drudgery out of object creation. The documentation is quite concise - especially in its description of FCL - so you might have to experiment quite a bit before you fully understand how things work, but there are some good examples of its use in the sample game which should help. The package also includes an instructional video, but unfortunately the first few minutes of this are wasted with generalised promotional blurb (what's the point of trying to sell the game to you? - you've already bought it or you wouldn't be watching the video!). Once the video does get around to the instructional element it's good, but it only goes as far as explaining simple object creation. Users who register their purchase also get product support via the user's club. Freescape games were never the fastest things in the world - so don't expect miracles here. The final frame rate is largely down to the user though: if you create a huge area with hundreds of large multi-faceted objects and about 50 general conditions then you've only yourself to blame if you've got time to make a cuppa between each frame. With a bit of care though, you'll find you can fit quite a lot into each area without drastically affecting the running speed. All in all, 3D Construction Kit can't be too highly recommended. Even if you have no plans to become the next Bullfrog, you'll still have weeks of fun just playing around

> **A powerful, but accessible tool that really *can* be used to create 3D games of commercial quality**

Laurence Scotford

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THE DEMOS DOMAIN

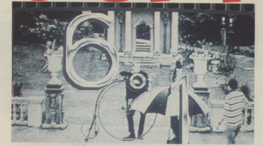
THE MOST SURPRISING SIGHT OF THE MONTH was the 10-second 'advert' for Coca-Cola which popped up from nowhere on the front of **The Simpsons Demo** disk from N.B.S.

Does this signal a new trend in demos? Will we be seeing Pearl & Dean 'ba-bah, ba-bahing' at the start of every disk? Will the further adventures of the Gold Blend couple come to us in digitised form? Or was it just something that N.B.S. felt was a good idea at the time? Still, it provided us with a good laugh - so that's enough analysis!

Back in the real world, this month sees a fine bundle of goodies: first-class animations, top-quality music, mind-blowing graphics and other digital wonders. This month also sees a once-off section on Database's game creator, **AMOS.** The reason? A number of disks arrived containing a whole host of AMOS-created educational games, perfect for the youngsters and a bargain at the price.

PICK OF THE MONTH

6 OF 1



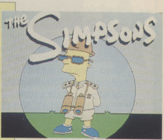
I AM NOT A NUMBER, I am a free man! Ah, the memories come flooding back - but only to those who were glued to their TVs in the '60s (or who caught the more recent re-runs). The original 'cult' TV show - The Prisoner - has been immortalised on this curious little package from N.B.S. Sampled music and speech from the show play throughout a slideshow of stills and quotes from The Village. Professionalism oozes throughout and the end credits contain a message close to my own heart - asking for more originality in demos (and promising more to come). We want information... information... information.

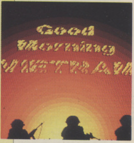
SOUND

SIMPSONS-MANIA CONTINUES to spread itself across the world of demos, this month giving rise to two demos of varying quality. The best is from N.B.S., simply called **The Simpsons Demo** which boasts a surprising intro (see above), great animations and high-quality sampling.

More sampling comes in the form of the 'infinitely talented' MC Hammer. A full-length remix of various numbers from the **Please Hammer Don't Hurt 'Em** album is provided and is great quality - better than that Valium Ice guy anyway.

Other records which find themselves under the sampling hammer are Paul Hardcastle's **N-**N-N-Nineteen, a collection of Depeche Mode hits and the soundtrack to **Gooooooood Morning Vietnam.** All are high quality and worth a look if you don't already own the vinyl versions

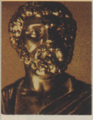




☞

GRAPHICS

WHEN DID THE SWEDES INVADE MARS? According to Phenomena they're there already and have brought back an impressive routine called **Trip To Mars**. In this entertaining little vignette, you're taken on a guided tour around a small 3D-vector colony complete with helicopters, hover-boards and hover-cars. All of this comes with a Cool Cube, a light-traced world, an incredible ray-traced fractal and the promise of a vector game later in the year! Only one word can describe it... phenomenal (ouch!).



Ray-tracing is definitely making a comeback this month, with three other demos all making good use of the Amiga. **Clothes Peg, Abacus** and **Basketball** are all above-average, but by far the best of the bunch is a collection of four 'bouncy' pieces from Premier PD.

Also worth a mention this month are a rotating golden head - which is reminiscent of the classic **Tutankhamen** of a few years back (only much, much better) - and a slideshow of some NASA-inspired pictures.

WHERE TO GET 'EM

6 Of 1, The Phenomena Demo and The Simpsons Demo are available from:
N.B.S.
132 Gunville Road,
Newport,
Isle Of Wight PO30 5LH

Basketball (910), Abacus (911), Clothes Peg (903), NASA Slideshow (907), Gold Head (906), MC Hammer (899), 19 (934), Depeche Mode (926), Good Morning Vietnam (905), Robocop (902) and Porky Pig (909) are available from:
17 Bit Software,
PO Box 97,
Wakefield WF1 1XX

'Bouncy' Animations (374), Raiders Of The Lost Ark (392) and The Stealth Animation (390) are available from:
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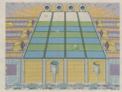


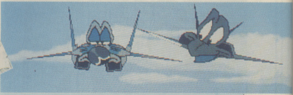
AMOS

AMOS IS ONE OF THE MOST POPULAR game-creation utilities available, but up until now there hasn't been any decent way of getting your creations into the public eye. That's changed now though, as 17 Bit Software has a collection of **AMOS**-created games specifically for distribution on the shareware market.

There's a wide selection to sample, containing everything from pre-school educational software to Klax variants. Let's start there...

Hypnotic Lands is quite an absorbing little number, the basic idea being to guide a series of coloured balls into the correct containers at the end of a Klax-style conveyor belt. The proceedings start simply enough, but after the first few levels things become quite tricky: creatures fly onto the screen and divert the balls, several containers appear at once and so on. It's all good clean fun and worth a look.

Other AMOS delights are: **Jigmania** - a jigsaw simulator(!), **Play It Safe** - a kiddie's safety game; **Work & Play** - a collection of three educational games (the best of which is a snakes & ladders style board game); and **4-Way Lynx** - a sliding puzzle game with a twist.



ANIMATIONS

ONE OF THE BEST SCENES from any movie ever was when Indiana Jones was confronted by the mad swordsman in **Raiders Of The Lost Ark.** After a dazzling display of skill from the swordsman, Indy just pulls out his gun and shoots him, much to the delight of the watching crowd. Now Indy fans can live this scene again and again, as it's been captured forever on a brilliant little sample from Premier PD.

Indy isn't the only film hero to make it onto the monitor this month though, he's joined by everyone's favourite 21st-century law enforcement officer, RoboCop. This time it's the scene where ED-209 blows away the hapless corporate official who fails to acknowledge his surrender. With the amount of times RoboCop's been sampled, the entire film is probably out there somewhere on various disks by now!

One of the most popular animations of all time - the Stealth plane - is back in his first sequel. Using his stealth 'invisibility', our hero tricks a poor, confused MiG into taking a crash dive. But in the tradition of all good cartoons, he starts to feel pretty guilty as the enemy crashes headlong into the earth.

The sound effects are excellent and the characters are reee-aaal cute, so don't delay, buy it today (there goes my career as an advert writer).

Finally this month, we have the debut of good ol' Porky P-P-, Porky P-P-, Porky P-P-Pig. Be warned though, for the purposes of this disk his language has become... colourful to say the least.

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279 ARCADE GAMES 2 Slst, L-cycles, laserStrike, pyramid, tunnel, stonage, Tryclop
283 PSEUDO COP Shoot Em Up based around the ED-209 Character from robocop
446 BIONIX Impressive intro to a good game, difficult in parts
447 RECREATION GAMES Empire, Jackland, Pacman, BlockOff, Graxwars, Hockey.
448 PACMAN Maze game where you must eat dots and avoid ghosts. Good
471 ST BASH Space invader clone, taking the mick out of the Atari ST
472 ED-209 Shoot out game, blast dogs, Batman, Turtles. Language may offend.
509 LEARN AND PLAY 1 Blackboard Maths, colorpad, Worm, Cat&Mouse, Shark
510 LEARN AND PLAY 2 StepStone, Wheel of Fortune, Flower, Puppy, Tag, SpellQuiz
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569 SUBCULTURE Nice Shoot Em Up, Only 1 level but you can buy the full game
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678 GAMES GALORE 5 Cosmo, Cat&Mouse, Mazeman, Rollon, Trivia, Pharoah
679 GAMES GALORE 6 Tint, Jumpy, Def, ATC, C-Robots, SinLine, King, Rats, SB
689 7 TILES What a great game ! Cross between Speedball and Kick Off
701 - 702 US STAR TREK A Strategy game where you pilot the USS Enterprise
703 WACKO IN WONDERLAND Fantastic preview of a new game. Very good
713 YELP Nice painter type game, fill in the squares to gain points
714 NU Shoot em up game, very difficult, but with good graphics
761 PD GAMES Tanx, Rollerpede, Cave Runner and Amigoids. All superb games.
762 - 763 NETHACK DISK A Dungeons and Dragons game and adventure.

THE DEMO SCENE

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164 SCOOPEX MENTAL HANGOVER The BEST ever demo. Get it for your Amiga now
173 - 174 RED SECTOR MEGADEMO Still going strong after all this time. Good
252 - 253 BUDBRAIN Superb demo with an acid house video, Jokes, Movie.
254 TRIP TO MARS A Superb Realtime 3D Vector trip. Great music too !
257 CRIONICS MEGADEMO The Mega Maddonna demo plus two more. Fab music
258 SILENTS Blue house multi part demo. Just superb stuff
426 CRIONICS NEVERWHERE Madonna demos, filled vetor worlds, Great music
549 HUNT FOR THE RED OCTOBER DEMO Incredible Filled 3D Vector demo by CRB
599 BUDBRAIN 2 The're Back .. House music video,cartoons, and more. Get it
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646 MADNESS II Jolly demo by Anarchy. Great music and very well done
647 HYSTERESIS Incredible vector demo, one of the best we have seen
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THE PRICE IS

Brian Nesbitt uses his nose for a bargain, by sniffing through the latest range of budget releases.

BLOOD MONEY

Sizzlers
£9.99

PSYGNOSIS' BEST GAMES have usually been those developed by Scottish team DMA Design - and this two-fisted shoot 'em up (first reviewed in issue 9) is no exception.

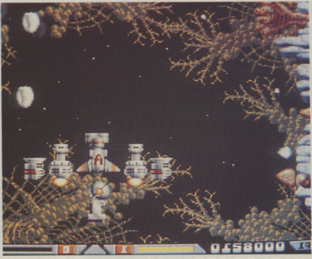
The action unfolds across four landscapes, each of which scrolls inexorably forward as you and your partner burn holes into the oncoming hordes. The more you kill, the more the cash piles up - the dough you earn is then used to purchase extra weaponry and also to allow access to later levels.

Blood Money isn't the fastest horizontally scrolling shoot 'em up ever to hit the wonderful world of budget software, but it's certainly one of the most challenging and technically accomplished.

If you frequently find shoot 'em ups too easy, or if you have another gamer handy to help you out, then this is well worth checking out.

☆☆☆☆

XENON II



Mirror Image
£9.99

THIS IS A SERIOUSLY WELCOME RE-RELEASE for what's generally agreed to be the best vertically scrolling shoot 'em up ever written (first reviewed in *The One*, way back in Issue 11).

If imitation is the sincerest form of flattery, then *Xenon II* is one of the most flattered games going, as the many innovative features that the Bitmap Brothers worked into it have been ripped off by most other development teams.

The basic action involves flying through a very restricted chasm, taking out anything that moves... and even a few things that don't. What really sets it apart though are the inventive power-ups which are bought at the shop which appear twice during each level. One really clever idea is that you can sell old power-ups to provide funds to buy new (and better) ones. Naturally there are some very nasty end-of-level guardians to be done away with too.

The whole thing is nicely topped off with three-layer parallax scrolling and the Bomb The Bass *MegaBlast* soundtrack. If you haven't got Xenon II in your collection, now is the perfect time to put that situation right.

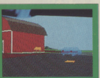
☆☆☆☆☆

HARD DRIVIN'

Respray
£7.99

THIS IS A VERY PLAYABLE conversion of Atari's classic stunt driving coin-op. A realistic simulator (first reviewed in issue 15), *Hard Drivin'* puts you behind the wheel of a sports Ferrari which can be put through its paces along either of two tracks: speed or stunt.

The speed track is a flat course, where car control is all important in order to maintain a high speed. The stunt track offers three major obstacles - the bridge-jump, the loop-the-loop, and the bank - each of which require precise control.



In this conversion, the juddering cabinet is not really missed that much, while the sensible control system almost manages to make the joystick a reasonable replacement for the wheel.

☆☆☆☆

IS RIGHT

MIAMI CHASE

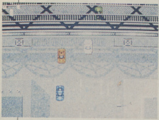
Code Masters
£7.99

IMAGINE *CHASE HQ* crossed with *Super-Sprint* and you'll be half way to visualising *Miami Chase*. You play Lou Ferrari, an undercover agent of the Drug Enforcement Agency who's been detailed to clear the streets of drug dealers. This is achieved by careering dangerously around the city streets in (what else?) a Ferrari, taking pot shots at the offender's cars which you've tracked down by checking a radar cityscape.

While you're trying to bump off villains you have to take care not to damage civilian cars or brush with the local police. Once you've taken out all the gang members it's time to track down the big boss.

The action is made more interesting by collecting power-ups which produce extra weaponry (including mines), and a garage in which you can buy yourself more add-ons to give your car better handling.

Miami Chase is superbly presented and initially fun to play, but the action soon becomes a little repetitive. Even so, this is as good as many full-price releases, and definitely worth a look if you like driving combat games.



☆☆☆

LICENCE TO KILL

Respray
£7.99

AFTER THE POOR EFFORTS that went under the names of *Live And Let Die, A View To A Kill* and *The Living Daylights*, Domark's fourth attempt to transfer the Best Secret Agent Ever to the computer screen resulted in probably the best Bond game ever. Not only did it successfully capture the spirit of the film, it was also an enjoyable game to boot.

The first level sees Bond travelling by helicopter, trying to reach Sanchez (our bad guy) and stop his heroin-dealing ways. The second has Bond shooting it out with Sanchez's personal army, the third stage takes place back in the helicopter (only this time Bond's dangfling below it) trying to ground Sanchez's plane, while the fourth sees him water-bound, desperately trying to reach the villainous Sanchez's plane before it reaches Cuba. Okay, so that takes care of the film's intro sequence.

The fifth and final level recreates the film's climax, where Bond finds himself driving the truck full of heroin. And although you don't get to drive on two wheels like Timothy Dalton does in the film, you still have to deal with a Stinger missile-armed Sanchez.

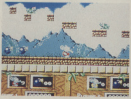
LICENCE TO KILL
LICENCE TO KILL

So what exactly happens between level four and five? Presumably it wasn't interesting enough to make into a game. I don't know myself, you could have had a shoot out in the fish factory or a punch-up in the bar - rent the film and see what you think. Still what is there is great entertainment and well worth the new asking price.

☆☆☆☆

CJ'S ELEPHANT ANTICS

Code Masters
£6.99



CJ (CODE MASTER'S JUMBO?) is a cute elephant who has escaped from the zoo and is trying to get back home to his family in Africa - an adventure which takes him through several countries in a colourful platform romp.

Of course, the route is blocked by a variety of nasties ranging from frogs to penguins. Collision with any of these drains CJ of his energy, so it's fortunate that CJ can fire peanuts from his trunk. Enemies in hard-to-reach places can be put out of business with a well-placed bomb. Once destroyed, enemies leave either another bomb or a fruit bonus.

Unlike traditional platform heroes, CJ doesn't worry about falling long distances - he has a handy brolly that opens up to break his fall. Learning how to manoeuvre while falling is an essential skill though, because there are plenty of spikes about to spear the bottoms of unwary jumbos. If CJ makes it to the end of a level there's always something large and nasty in wait for him...

CJ's Elephant Antics is good fun and offers a reasonable challenge for the price. Although the quality of the graphics is, at best, fair - and never particularly consistent.

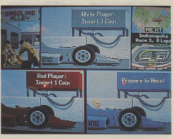
☆☆☆

STAR QUALITY

☆☆☆☆☆	☆☆☆☆	☆☆☆	☆☆	☆
EXCELLENT (Deserves to be part of anyone's collection)	**GOOD** (Probably worth buying if you don't already own it)	**AVERAGE** (Worth acquiring if it looks like your cup of tea)	**POOR** (Oh dear, this isn't really up to scratch)	**DIRE** (Nobody's that desperate)

Hot stuff from the Leyland Corporation, a follow-up to Midway's immortal *Defender* and arcade news from Japan - all brought to you by the purple prose of John Cook.

INDY HEAT


GASOLINE ALLEY
White Player: Insert 1 Coin
NEXT
Indianapolis Race 3, 8 Laps
Red Player: Insert 1 Coin
Prepare to Race!

Leyland Corp

IT WAS ONCE SAID THAT, "To a man of the world, the Universe is a suburb." Does it not follow then, surely, that the Milky Way is a ring road, Jupiter is an out of town Tescos, the Moon is a sub post-office, Milton Keynes is an out-of-order portaloo and an amusement arcade is Mercury Communications Cardphone?

The answer is simple - you try paying to play vids with a Mercury Card and you'll find out that, indeed, the Universe is much, much more like a Casualty Ward. Such penetrating insight! What devastating analysis! But still not as much fun as playing Leyland's new vid to hit the streets, *Danny Sullivan's Indy Heat*.

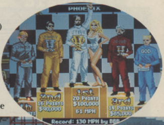
Danny Sullivan's
INDY HEAT
© 1991 Leland Corp.
DANNY
Leland
CORPORATION

You'll remember that Leyland's last successful game was another racing game, endorsed by an All-American guy, *Ivan 'Ironman' Stewart's Super Off-Road Racer*, which had you playing a version of *Super Sprint* on a bumpy indoor track. Virgin thought it good enough to produce a home version - and very creditable and playable that was too.

Since then, Leyland has tried out a version of *Othello* on an unsuspecting world which reportedly, "did well on campus sites," which suggests it got a good kicking elsewhere.

So now the company is going back to basics - and with Indy Heat it's produced another game in the Super Sprint mould - but it has to be said, it's very polished, playable and altogether something of a wheeze to play.

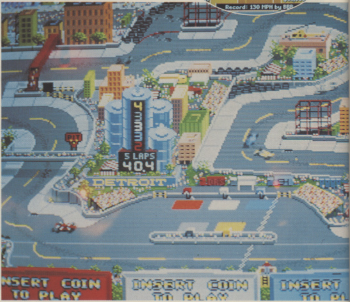
Endorsed by another Famous Driver (famous across the pond, that is) - Indy Heat is based on, I think, Formula 2000 racing - which is very fast and is raced over long distances, so that the events become a cross between Formula One and endurance.



You play the game, either alone or with up to two other friends, using the simple controls of steering wheel, accelerator pedal (which becomes a brake when you take your foot off the gas) and turbo button that gives you a bit of extra wellie on demand. Whatever, there are always five cars in the race - and beware, the drone cars show no mercy!

The season is raced over 15 different tracks, all very prettily constructed in a kind of 'top-down', yet semi-isometric perspective. The result looks good - far better than Atari's sad effort with it's own Super Sprint variant, *Badlands*.

Obviously, the idea is to finish the appropriate number of laps before anyone else - but this is made harder by the obligatory 'pit stops' that become necessary during the race itself. A little man walks out from the pit lane holding a placard, which means either you're running out of fuel or that your vehicle has been badly damaged.



Now comes the clever bit...

Drive carefully and you might only need the one stop in a race, saving you valuable time while your automatic mechanics scurry around your car like manic ants and fix you up. Drive like a maniac and you'll probably need two stops - but on the other hand, you'll be going faster... and maybe you can risk going the last lap or two ignoring the advice to pull in! Or maybe you'll break down in a steaming heap!

To add to that, in between races you can re-equip and upgrade the motor using the prize money that you've won during the race - or if you're rich, you can even buy extra prize money by inserting additional coins!

Six components that can be upgraded are: Turbos (to give you extra boosts), Brakes (so you can slow down faster), Tyres (better grip), Crew (to make your pit stops faster), MPG (so you get better fuel mileage) and Engine (so you can go faster). It's this level of dynamic strategy within and between the races that makes this my game of the month.

BATTLESPHERE

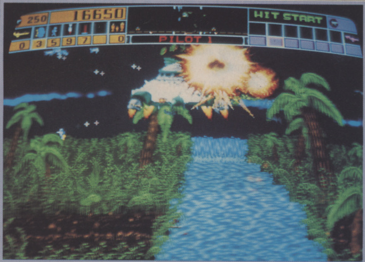
W Industries

YOU'VE PROBABLY SEEN VIRTUAL REALITY on the telly by now, now's your chance to experience it for yourself - in the flesh!

W Industries got a lot of coverage with a big splash launch of the world's first Virtual Reality coin-op last month - now the sit-in unit is beginning to filter through to the major arcades, with some expected to hit Funland at London's Trocadero pretty soon.

The first two games are top notch efforts: *VTOL*, a flight combat game (complete with low-level bombing of an enemy HQ) and a more challenging quest for the average space cadet, *Battlesphere*, where you have to zap the baddies and take out an enemy Battleship into the bargain.

Playing a game without a screen in full stereo vision - where you are surrounded by the game itself and blasted with quad CD music plus realistic sound effects - is something of a blast. Reports from sites where units have been installed (South Coast World at Bognor was the first) are of long, long queues to play. Get out there and grab a piece of the action for yourself - if you can!



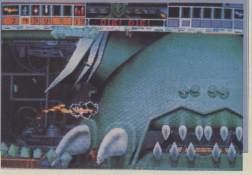
STRIKE FORCE

Midway

WILLIAMS PRODUCED *THE* BEST ARCADE GAME in the history of the world in the early '80s, with *Defender*. The Williams folks actually produced a whole bunch of classics, such as *Robotron* - which was very successfully updated to great acclaim, becoming *Smash TV* in the '90s.

So why not produce an updated Defender? You might as well say why not produce an updated Mona Lisa? Midway's tried - and it looks like painting-by-numbers.

If you ever loved the original, don't torture yourself by playing this. If you never did, ironically, there's still enough left to make it worth a few 10p's - if you can work out the new, wildly complex, scenario.



TIME TRAVELLER

Sega

OKAY - SO YOU'VE DONE VIRTUAL REALITY. How about Holography? Holography? Yup, three dimensional images. Not flat. Moving real people, too. Not drawn or made up of polygons. Real tiny moving 3D people! Neat or what! This is not science fiction folks, this is exactly what Sega has managed to do with *Time Traveller*.

Using, I believe, variable focal length mirror technology (yoinks!), Time Traveller allows the player to move the central character, a cowboy, to react to events around him - although it can hardly be described as full interactivity.

The result is rather like playing a true 3D version of *Dragon's Lair*, where by manipulating the joystick you set off stored sequences of movements - even so, the results look like they could be stunning.

I've only seen videos of the unit to date, but it looks like another development that, like VR, will make the arcades worth more than the occasional visit, once again. Nice one Sega.

Hot stuff from the Leyland Corporation, a follow-up to Midway's immortal Defender and [illegible] from Japan - all brought to you by the purple prose of John Cook.

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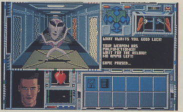
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But that's not all. Our June issue will be every games player's dream. Weighing in at a massive 180-pages, the mag will be packed with all the usual top-quality news, in-depth previews, exclusive reviews and as many hints and tips as we can cram in.

We'll also be ADDING to the magazine by bringing you a whole wealth of entertaining articles that tell you exactly how to get the very best from your computer. And that's not even counting a special 24-page supplement that takes a close up look at the world's best home computer.

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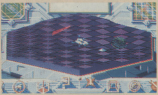
PARTY TIME To help celebrate the changes happening to CU we've lined up a double disk of the best in Amiga entertainment, utilities and programs. For starters we've got A WHOLE GAME. Not just any game, mind you. Those lovely people at Mirrorsoft have given us GRAVITY, a smash hit and one of the best sci-fi arcade strategy games ever. Believe us, you ain't seen nothing yet! What's more we've also lined up a playable level of Core's brand new Ikari Warriors-type blaster, Warzone – a game that'll literally blow you away. On top of all that, we've also got lots of brill utilities that'll let you get the most out of your Amiga. Learn how to program, create graphics and sample sounds – we'll help you unleash the power in your Amiga!!



Still in a party mood, we've also commissioned a 24-page supplement which'll tell you all you need to know about the Amiga. Each page will be crammed with useful information, tips and a run down on which software programs get the CU seal of approval.

WHAT'S NEW? We aim to be the Ultimate Guide to the Ultimate Computer. We're also going to make computing fun. Each month we'll be taking a look at all the new hardware and software packages in an authoritative and comprehensive manner. We'll guide you through each package, tell you how to use it in easy-to-follow guides, in a manner which will be ideal for the beginner and satisfying for the enthusiast.

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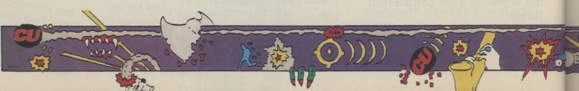
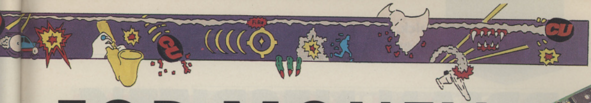
AMOS

AMOS has quickly established itself as the top programming language for the Amiga. We'll be showing you how to get the most out of AMOS and keeping you informed of all new developments and updates. Look out for a special feature on AMOS 3D, soon to be whizzing its way into the softshops.





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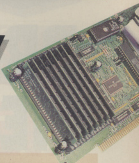


Q&A Got a problem? Then send your queries into our new Technical Editor who's a dab hand at solving anything from printer problems and virus infections to advice on the best memory expansions or DTP packages.

GRAPHICS We'll be taking a look at state-of-the-art graphics on the Amiga. We'll show you exactly what your machine is capable of and feature the work of top graphic artists in a fun section which will tell you everything you need to know.

SOUND Fancy adding a backing track to the game you've created on AMOS? Or sampling bits of music from top albums or CDs? We'll tell you how it's done.

PD We've already got the best PD section in any mag, but it's just got better. From our next issue we'll also be covering all the best PD utilities – some of which are better than full-price software!

HARDWARE

From memory expansions to colour printers, each month CU will tell you which are the best buys and show you how they work. We'll be sorting out the good from the dross. All of our reviews will make comparisons to similarly priced items, and we'll tell you exactly how useful they are.

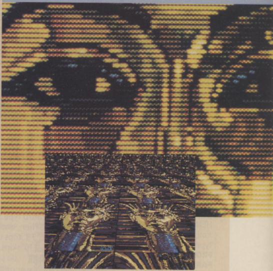
CDTV Set to revolutionise the home computer, Commodore's CDTV will take Amiga owners into the forefront of the computer revolution. Each month we'll show you the latest games, the best software, and keep you up-to-date on just when you can get your hands on the CDTV expansion pack.

EDUCATION

The boom in education software has thrown up an increasing number of education programs. Our new review section will cover all the new releases.

CU Amiga scoops the world with an exclusive in-depth look at Electronic Art's amazing new graphics package – DELUXE PAINT 4.
Stand by to be amazed.

EXCLUSIVE - D-PAINT 4



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ALL FOR £2.95.
WHAT MORE CAN WE SAY !
ON SALE 26TH MAY

Quick, switch off your computer and go out for the evening! Too late, here comes...

BRIAN NESBITT'S HELPING HANDS

HMM... IT SEEMS THAT LAST MONTH'S NEW-LOOK, easy-to-use Tips section wasn't quite as easy-to-use as I first thought. I'm not sure where you got the idea that the Contacts section was an all-purpose home for every last hints and tips query you have, but anyhow - here's the way it is....

The address to send *everything* to is: The One For Amiga Games, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

However, depending on your particular need, your envelope should be marked as follows:

For any Cheats (such as 'Press the Space Bar while standing on your head and drinking a glass of water for infinite lives') head your envelope: CHEATS (you see, this is simple really!).

For any Questions (or answers to them) head your envelope: HELPING HANDS. I will do my best to print a response, but if it's beyond even me then I will ask your fellow readers to lend a hand.

For Contacts head your envelope: CONTACTS (it's getting even easier!). I can't guarantee that your name will be printed, but if you would like me to consider you for the following month please say so *clearly* on your letter.

Incorrectly headed envelopes will simply be discarded, so pay attention. Honestly, it's like talking to myself sometimes...

CHEATS

TOTAL RECALL

When the title screen appears (that's the one with Arnie's face on it), type LISTEN TO THE WHALES. This gives you infinite energy on the platform levels. For the driving sections, pause the game and type JIMMY HENDRIX (OK, so his name's Jimi, but that's what you type).

FROM: GRAHAM JOSEPH, FARNBOROUGH

BRAT

To get onto the later levels use these codes:

Toy Land
Level 1 - BISHIGMO
Level 2 - MIHEMOTO
Level 3 - SASUTOZO
Level 4 - SUMATZEE
Park Land
Level 1 - NOKITAGO
Level 2 - ITSANONO
Level 3 - MOZIMATO
Level 4 - HOZITOMO
Moon Base
Level 1 - MOKITEMO
Level 2 - ZUMOHATO
Level 3 - CHANASTU
Level 4 - NAGAITSU

FROM: STUART BUTCHER, WEST MIDLANDS

ROBOCOP 2

During the intro type SERIAL INTERFACE. Then, once the game starts, 'F9' tops up your energy and 'F10' skips levels.

GOLDEN AXE

Play in one-player mode, but with two joysticks. When you are about to die press fire on the other joystick to continue with three more lives.

Z-OUT

During play, hold down 'J' and press '1'-'6' to skip levels and '1'-'3' on the numeric pad to go to different stages.

POWERMONGER

When you wish to 'invent' in double-quick time, click invent on the workshop and when your men leave, click on it again. This often makes a catapult immediately. The cheat only works once on each island though. For a more in-depth guide to this Bullfrog classic, turn the page.

FROM: DAVID WELCHMAN, ESSEX

CHUCK ROCK

Press 'Caps Lock' and type in one of the following:

ESTRANO - for flying mode
MORTIMER - for zone selection
UNCLE SAMS - for infinite energy
TURN FRAME LEE - for level select
LIVE IS MY DREAM - for infinite energy
FAST AINT THE WAY - for infinite energy
ITS FAIRLY BOWBELZ - for infinite energy and
SHE LOVES CLEANING WINDOWS - for infinite energy

FROM: JEROEN VAN VLIET, HOLLAND

BACK TO THE FUTURE III

Type these cheats in during the story before the chosen level starts:

Level 1 - ROTTEN CHEAT
Level 2 - LOUSY CHEAT
Level 3 - LOW DOWN CHEAT

FROM NICK SMITH, LONDON

HELPING HANDS

Dear Brian,
1. How do you acquire the flames on *Targhan* to destroy the evil one?
2. Has anyone any idea where the mother alien can be located in any of the levels in *Infestation*? I've had this game for three months now and I get the feeling that she can't be found on any level. I suspect she's not in any room, so she's either on the ceiling or outside on the moon's surface. Maybe she's not in it at all. Can you help?

Martin Lond, Skipton, N. Yorks

- *Typical. The first letter out of the sack and it gets us all stumped. It's time to turn things over to the readers. Can you help out? You know the address.*

Dear Brian,
I am stuck on a particular section in Venice in *Indiana Jones And The Last Crusade* (The Graphic Adventure). I can get into the catacombs, but I cannot think of any way to open the grating.

Gareth Ashley, Bardsey, Leeds

- *The catacombs are a lot*

larger than you think. If I'm correct, you haven't found the entrance to the second level yet. First you need to get the bottle of wine from the table in the restaurant. Next, take it to the cavern filled with water and fill the bottle. Use the bottle on the torch on the wall and then pull it. You should find yourself on level two. The rest, you'll have to work out for yourself.

Dear Brian,
I have played and enjoyed *Rick Dangerous* very often, but I am stumped in one room in the second stage (Egypt) I've enclosed a map.
G. White, Mereworth, Kent

● *The trick is all in the timing. The best way of dodging the spears is to time your jumps so that the sounds are in synchronisation with the sounds of the spear firing, then duck when you reach the second platform.*

Dear Brian,
I am writing to ask if there is anyone who can help me out. I am having some trouble with *Shadow Of The Beast 2*. I can get into the crystal caves and then something starts yelping 'Intruder draw back the drawbridge' and I cannot get by it. It is driving me insane and I am about to snap my disk.
Mark Johnston, Erskine, Scotland

● *You need to get the axes from the Ogre. Then, when the drawbridge starts to retract, jump and fire them at the person on the other side. You only have about 10 seconds to kill him, so act quickly.*

TELEPHONE TIPS

Over the past few months *The One*'s offices have become completely swamped with telephone calls - most of which are tips-related. Unfortunately, it's now getting to the point where we're spending more time answering calls than we are writing the magazine! So we're going to have to put a stop to this. If you do have a valid reason to get in touch, please try to make your call between 4.30pm and 5.30pm on Friday afternoons, when either myself or someone else in the office should be free. If it's tips information you want, you've got a better chance of receiving a reply if your query is written.

CONTACTS

Let's make one thing clear. Whatever impressions you may have been given about this column, it's got absolutely nothing to do with any deviant practices other than the playing of computer games (especially not those involving rubber and kitchen implements). If you're stuck in a game then there may be somebody listed below who can help you out - if you're stuck in anything else you've only yourself to blame!

NAME: Max Hicks
ADDRESS: 63 Mount Crescent, Penllergaer, Swansea, Wales, SA4 1BG
TELEPHONE: (0792) 891372
TIMES: Monday to Saturday after 6.30 pm
Games: Afterburner, AMC, APB, Archipelagos, Arkanoid, Arkanoid II, Awesome, Back To The Future Part II, Barbarian (Psygnosis), Batman The Movie, Battle Squadron, Battle Valley, Beach Volley, Better Dead Than Alien, Beverly Hills Cop, Bio Challenge, Carrier Command, Chariots Of Wrath, Chase HQ, Chubby Gristle, Cybernoid I, Cybernoid II, Dark Side, Daley Thompson's Olympic Challenge, Defender Of The Crown, Denaris, Dogs Of War, Dominator, Double Dragon, Dragon Ninja, Dragonscape, Dragon's Lair, Driller, Dynamite Dux, Dyter-07, Elite, The Empire Strikes Back, E-Swat, Exolon, Eye Of Horus, F-29 Retaliator, Falcon, Fernandez Must Die!, Flying Shark, Forgotten World's, Gauntlet II, Ghouls 'N' Ghosts, Gravity Force, Hard Drivin', Hawkeye, Horror Zombies From The Crypt, Hybris, Ikari Warriors, Impossamole, Indiana Jones, Interphase, Ivanhoe, Karate Kid II, Kid Gloves, Klax, Menace, Mickey Mouse, Midnight Resistance, Last Duel, Leatherneck, LED Storm, Lemmings, Lotus Esprit Turbo Challenge, Navy Moves, Nebulus, The New Zealand Story, Ninja Spirit, Ninja Warriors, Operation Thunderbolt, OutRun, P-47 Thunderbolt, Pacland, Pipemania, Platoon, Rambo III, Return Of The Jedi, Rick Dangerous, Roadblasters, Robocop, R-Type, Rolling Thunder, Scorpion, Seven Gates of Jambala, Shadow Of The Beast, Shadow Warriors, Shinobi, Silkworm, Sim City, Skidz, Slayer, Sly Spy Secret Agent, Solomon's Key, Sonic Boom, Sorcery Plus, Space Ace, Space Harrier, Spherical, Starglider II, Starray, St Dragon, Stormlord, Street Fighter, Strider, Stryx, Super Cars, Super Hang-On, Switchblade, Sword Of Sodan, Test Drive II, Thunderblade, Torvak The Warrior, Total Eclipse, Trailblazer, Treasure Island Dizzy, The Untouchables, Vigilante, Virus, Weird Dreams, Wizball, X-Out, Xybots (phew!).
NAME: David Trewick
ADDRESS: 6 Stonehaugh Way, Ponteland, Newcastle-Upon-Tyne, Northumberland, NE20 9LX
TELEPHONE: (0661) 72282
TIMES: After 6pm
GAMES: Arkanoid 2, Batman, Castle Master, Chase HQ, Cybernoid, Elite, F-19 Stealth Fighter, Fantasy World Dizzy, Ghouls 'N' Ghosts, Golden Axe, Hard Drivin', IK+, Lemmings, Midnight Resistance, Narc, New Zealand Story, Nitro, Operation Thunderbolt, Operation Wolf, Rick Dangerous, RoboCop, Shadow Of The Beast, Shadow Of The Beast 2, Silkworm, Speedball 2, Strider, Universe 3, The Untouchables, Venus The Flytrap.
NAME: Stuart Preece
ADDRESS: 4 Crosby Road, Radcliffe, Manchester, Lancashire, M26 0JL
TELEPHONE: 061-764 7848
TIMES: 10am to 5pm Saturday and Sunday
GAMES: 3D Pool, Awesome, B.A.T., Flood, Golden Axe, Midnight Resistance, Narc, Shadow Of The Beast II, Stunt Car Racer, Speedball II, Supremacy, Switchblade, North And South, Turrican, Turrican II.
NAME: M.E.Bosson
ADDRESS: 88 High Street, Colton, Rugeley, Staffs WS15 3LB
TELEPHONE: (0889) 582293
TIMES: 4pm to 8pm Monday to Friday, Sunday Afternoon
GAMES: Buck Rogers, Cadaver, Dragon's Lair II, Dragon Wars, Future Wars, Nightbreed - The Action Game, Operation Stealth, Time Machine, Shadow Of The Beast II, plus tips and pokes for hundreds of other games.
NAME: Thurein Ne Win
ADDRESS: 30 Cowley Drive, Woodingdean, Brighton East Sussex, BN2 6WB
TELEPHONE: (0273) 301936
TIMES: After 6pm Weekdays, After 3pm Weekends
GAMES: Atomic Robokid, Awesome, Full Contact, Ghouls 'N' Ghosts, Monty Python, Nitro, Operation Stealth, Rick Dangerous, Shadow Of The Beast II, Teenage Mutant Ninja Turtles, Turrican II, Xenon II.
NAME: John Crawford
ADDRESS: 15 Whappstown Road, Moorfields Ballymena, Northern Ireland
TELEPHONE: (0266) 891643
TIMES: After 5pm Weekdays
GAMES: Barbarian, Batman The Movie, Leisure Suit Larry, Midnight Resistance, Nebulus, Overlander, Populous, Prince Of Persia, Rick Dangerous, Rick Dangerous 2, Shadow Of The Beast, Shadow Of The Beast 2, Speedball 2, Super Hang On, Test Drive 2, Treasure Island Dizzy, Turrican, Turrican 2.
NAME: Paul A. Hardy
ADDRESS: 33 Fir Tree Drive, Wales, Sheffield, S31 8LZ
TIMES: Sensible hours only.
GAMES: Battletech, Beyond Zork, Champions Of Krynn, Dungeon Master, Escape From Singe's Castle, Gnome Ranger (part one), Indiana Jones And The Last Crusade (adventure), Ingrid's Back, Joan Of Arc, Journey, Knight Orc (part one), Legend Of Faerghil, Lords Of The Rising Sun, Lords Of Time, Millennium 2.2, Myth, Operation Stealth, Powermonger, Red Moon, Rocket Ranger, War In Middle Earth, Wishbringer, Zork Zero.
NAME: Seamus Slater
ADDRESS: 'Capri', George Street, Shoeburyness , Essex SS3 9AB
TELEPHONE: (0702) 294383
TIMES: Strictly 6pm - 9pm
GAMES: Awesome, Chaos Strikes Back, Corporation, Elvira Mistress Of The Dark, Gods, Killing Game Show, Lemmings, Midwinter, Operation Stealth, Panza Kick Boxing, Prince Of Persia, Shadow Of the Beast I & II, Sim City, Simulcra, Speedball II, Z-Out, Cheats for most games and technical problems for the Amiga 500.

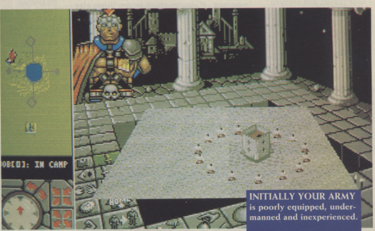
If you can keep your head when all about you are losing theirs... If you can solve the worlds most complicated adventure while simultaneously playing Stargate with one hand... If you can find cheat modes for a game that isn't supposed to have any... Then, my son, you're a bit of a clever-clogs aren't you? So why don't you make up for being such a know-all by sending us your details in the following style:
Name:
Address:
Telephone Number:
Times To Call:
List Of Games (in *alphabetical* order):
In return for your generosity we'll send you a free piece of software (ain't that nice?). Send everything to: **Contacts, The One For Amiga Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU**.

WARNING!!!

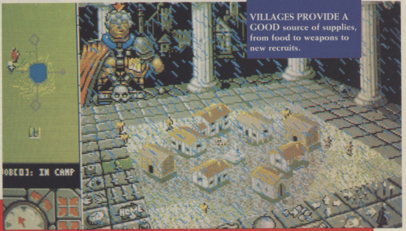
Listen up folks. If you're going to send us your telephone number for publication then *please* make sure you have your parent's permission. If you are a parent, then please make sure you have your parent's parent's permission. If you are a parent's parent then make sure you have your parent's parent's parent's permission... do you think we've laboured the point?

POWERMON

This month's Player's Guide takes a look at one of the finest strategy games to come along since Populous. Take it away Matt Sullivan...



INITIALLY YOUR ARMY is poorly equipped, undermanned and inexperienced.



VILLAGES PROVIDE A GOOD source of supplies, from food to weapons to new recruits.

THE BEGINNING

BEFORE PLAYING A GAME seriously, 'begin' and watch the other armies on the map. It is often advantageous to try and establish an alliance with the stronger side (which you could break at a later time). Watch which villages are attacked first and which paths the armies walk, then you can decide how best to start. A good start is vital.

When you begin you will have less food and men than any other army on the map - you should attack the nearest small village and recruit all the men to hunt for food.

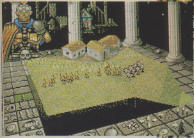
FOOD

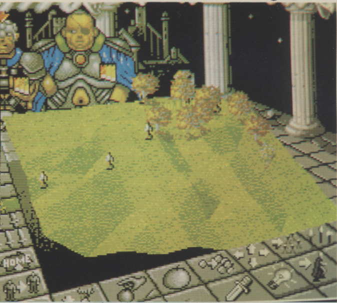
When you start the game you always begin with a small amount of food. Killing sheep is the easiest method of gaining more food. Farming takes too long and is not a practical use of manpower. It is better to recruit the soldiers and attack other villages that have spent time farming. Use the question mark icon to check how much food a village contains.

Computer controlled captains always carry large amounts of food. If you see a captain roaming around the map without an army then attack as the food he was carrying will be dropped in the form of a sack of grain. These sacks can often be found after battles and the computer never collects them.

Never trade for food unless you are really desperate and then make sure you only trade pots or you will make the job of attacking the computer's armies much harder.

GER





INVENTIONS ARE CRUCIAL to the success of a campaign. Bows, for example, are a very effective long range weapon.

FIGHTING

THE MOST IMPORTANT FACTOR to consider in a fight is the safety of your own captain. If a fight is going badly, try to run away! This is always possible if your captain is not involved in the fighting and works in your favour, as once the other army's captain is dead then the soldiers will try and run away.

Weapons are also important to a fight - a soldier with a sword can kill up to three unarmed men. Bows are useful if you have larger numbers of men and high aggression because they can wipe out huge numbers of soldiers before they reach your army. A useful tactic is to attack an army when you are some distance away from them. Then, after your men have fired a volley of arrows, turn and run as this will often weaken a larger army quite substantially.

To walk past an army without attacking it (or vice versa), put your aggression factor down to one. Try to walk around the outside of the main body of the enemy and keep using the movement icon so that your army will not turn and fight. The computer army will turn too late, once you have walked past it.

After certain fights you may capture captains. They are often best used to spy on the largest army on the map so you can see where its forces are deployed. Be sure to remove your captain from the army he is spying on before you attack.

Another use for captains is to give them a small amount of soldiers and send them around the back of an army. If you then attack with the main force, the computer army's captain will be left undefended at the rear.

Don't build boats if you can help it, build weapons and either wait for a computer army which has boats to attack you or attack them. Either way, you can then collect the boats that are left behind. Collect all the weapons that are left after a battle.

If you are fighting a village, use aggression level one so that you leave some men there. If you are attacking a larger town or city and you begin to lose, switch to aggression level two. If you are fighting an army that is not in a village then use aggression level three: there is no need to leave them alive, especially if they are just going to go around attacking other villages.

If a village you control just makes pots, recruit all the soldiers you can from it and move on to another village that provides something more useful.

To get the maximum use from inventing, recruit all the soldiers in a village and then invent so that instead of two teams inventing different things in one village, you just have one larger effort.

Also, attack trees to prevent an enemy village from building a lot of weapons. When the enemy builders spread out to find trees, it is then easier to pick them off one by one.

The best way to win fights is to get a catapult or a cannon. While inventing, set your aggression level at three until you create one. Cannons and catapults can destroy up to 10 to 15 men with one shot, but can also destroy houses and workshops (along with their food and inventions). If a computer army gains a catapult, take extreme care!

Make sure that you save the game before you go into a large battle, then if you don't win it doesn't matter. Also, save after you win a battle so that you don't have to risk re-losing it at a later date. It is also advisable to rest your army before engaging in a major battle, as this can often greatly affect the outcome.

If the game ends up with one huge computer army running around the map while you try to avoid being hacked to pieces, carry on avoiding the army by running to the opposite end of the map and start inventing catapults. The large army will walk down towards you so, before they arrive, run to the other end and invent there. Repeat this until you have a catapult, then attack the army from a distance (as described above), run away and carry on until the army is a more manageable size.

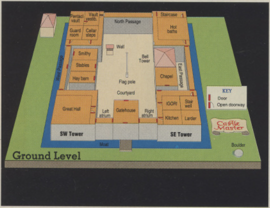
CASTLE MASTER

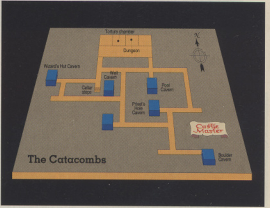
Although 3D software technology has only recently become fashionable, Incentive has been there right from the start. This month sees the launch of its very own Freescape-based construction kit (see review), so what better excuse could we find for the programming team to take us on a trip through one of its classics?

BUSTIN' FOR BEGINNERS

THE EVIL MAGISTER has incarcerated your twin brother/sister in a room somewhere within Castle Eternity - and you're there to play the part of Heroic Rescuer. The only way you can rescue him/her is by defeating Magister and all his ghostly chums.

Unfortunately, you only have a limited amount of strength, which is sapped every time you a) fall heavily or b) encounter a spirit. It's vital to keep your strength up - by eating food, drinking potions or simply visiting the hospital, gym or barracks.


Pentacl vault
Vault vestib.
North Passage
Staircase
Hot baths
Guard room
Cellar steps
Well
Bell Tower
Smithy
Stables
Hay barn
West Passage
East Passage
Chapel
Flag pole
Courtyard
KEY
Door
Open doorway
Great Hall
Left atrium
Gatehouse
Right atrium
IGOR!
Stair well
Kitchen
Larder
Castle Master
SW Tower
SE Tower
Moat
Boulder
Ground Level


Torture chamber
Dungeon
N
Wizard's Hut Cavern
Well Cavern
Cellar steps
Pool Cavern
Priest's Hole Cavern
Castle Master
Boulder Cavern
The Catacombs

CHEAT MODE

AS SOON AS YOU'VE STARTED THE GAME, look straight down (SHIFT-L), then press the right (action) button a number of times (between 12 and 25 should do the trick) until you hear a noise; then look straight forward. You'll see four coloured squares on the ground ahead. Throw rocks at them for a choice of infinite revitalisation, all 10 keys, rock travel or the end-game sequence.

TREASURE TROVE

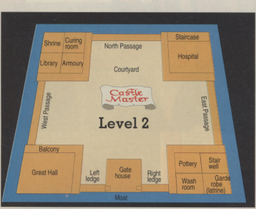
LOOKING FOR EXTRA POINTS? Here's where you can find the treasure:

TREASURE	LOCATION
10 gold bars	Pentacle Vault
Crown	Display Chamber
Sceptre	Display Chamber
1 large gem	Dragon's Hoard
1 large gem	Display Chamber
4 small gems	Dragon's Hoard
2 small gems	Display Chamber
1 small gem	Torture Chamber (rack)
12 coins	Dragon's Hoard
6 coins	Cellar Corridor (slot)
2 coins	Igor's chest
1 coin	Priest's Hole
1 coin	Under Staircase
1 coin	Kitchen (larder shelf)
1 coin	Cellar Steps (behind second flight)
1 coin	Lavatory
1 coin	Wizard's Hut (but only after you've been on the church roof)

THROUGH THE KEYHOLE

MOST OF THE MORE IMPORTANT ROOMS are barred by locked doors. This is where the keys are:

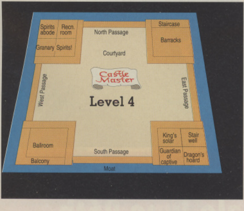
KEYS	WHERE FOUND	OPENS
Gold	Church Roof	Granary Chest
Gold	Hut Chair	King's Solar
Gold	Pentagon Vault	Final Room
Silver	Well	Library Door
Silver	Igor's Chest	Stairs
Silver	Shrine	Stairwell
Gold	Under Trojan Horse	Barracks
Silver	Hay Barn	Stairwell Exit
Silver	Kitchen	Igor's Room
Gold	Vault Vestibule	Final Cell


Shrine
Curing room
Library
Armoury
North Passage
Staircase
Hospital
Courtyard
Castle Master
Level 2
West Passage
East Passage
Balcony
Great Hall
Left ledge
Gate house
Right ledge
Pottery
Stair well
Wash room
Garde robe (latrine)
Moat

GRUB AGAINST GHOSTS

FOOD GIVES STRENGTH and points: 2,500 for each tasty morsel of cheese and 5,000 for any other kind of food. Here's where you'll find it - but be warned, some of it is poisoned:

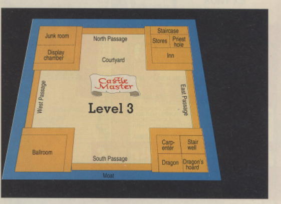
LOCATION	QUANTITY	TYPE
Smithy	1	(Cheese)
Stables	1	(Cheese)
Chapel	1	(Cheese)
Hut	1	(Cheese)
Corridor	1	(Cheese)
Curing Room	2	(two Fish)
Carpenter's	1	(Cheese)
Inn	1	(Cheese)
Igor's Room	1	(Cheese)
Corridor	1	(Cheese)
Kitchen	2	(Cheese)
Larder	9	(three Cheese, six assorted)
NW Tower	1	(Cheese)
NE Tower	1	(Cheese)
SW Tower	1	(Cheese)
SE Tower	1	(Cheese)
Catacombs	1	(Cheese)


Spirits abode
Recn. room
Granary
Spirits!
North Passage
Staircase
Barracks
Courtyard
Castle Master
Level 4
West Passage
East Passage
Ballroom
Balcony
South Passage
King's solar
Stair well
Guardian of captive
Dragon's hoard
Moat

PENTACLE POWER

THESE ARE THE LOCATIONS of all the Pentacles:

Cavern (Well)
Cavern (Wizard's Hut)
Cavern (Pool)
Cavern (Boulder)
Cavern (Pulpit)
Gatehouse Ledge: left Ledge, behind you.
Junk Room: on shelf.
Display Chamber: entered from above!
Dragon's Hoard: revealed after collecting green gem.
Bell Tower: pull bellpull!


Junk room
Display chamber
North Passage
Staircase
Stores
Priest hole
Inn
Courtyard
Castle Master
Level 3
West Passage
East Passage
Ballroom
South Passage
Carp-enter
Stair well
Dragon
Dragon's hoard
Moat

SPOOK CITY

THE CASTLE-DWELLER'S GUIDE to spook locations:

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Granary	1
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Igor's Room	six (Igor; head)
Baths	1
Vault Vestibule	1
Curing Room	1
Gym	1
Stores	1
Lobby	1
Armoury	1
Spirits' Abode	one (three individual)
Hut Cavern	1
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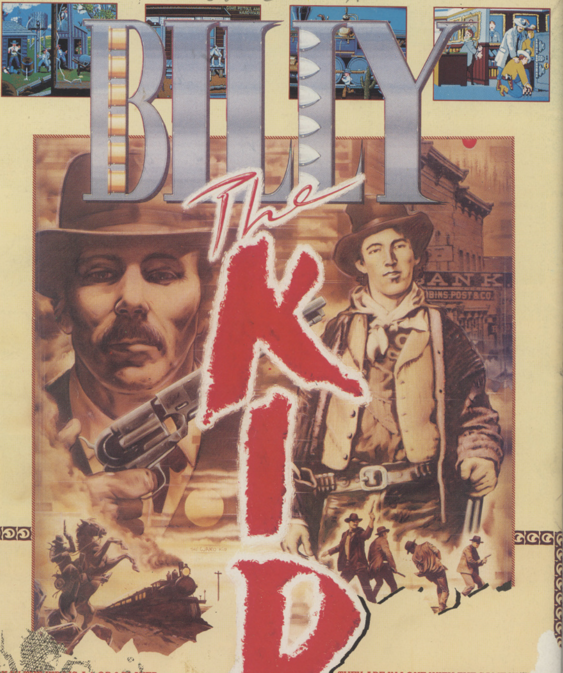

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